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SEGA
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CARVING A
WELCOME GAME-FREAKS
We've got a weirdo lined up for you this month! With its relentless splashes of grue and gore, SPLATTERHOUSE 2 may get the prize for Best Worst Taste Game of the Year. Shocking, but is it fun, is it a Statement, is it Art? Who cares, the Black Marshal says...
NO MATTER WHAT BIG GUYS IN SUITS SAY — THIS GAME IS A REAL HOOT!

SWATHE THROUGH APRIL

4



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Cover illustration by **Oliver Frey**
Sorry we got your face in this issue, Marshal. You're a fair guy, we're sure you'll agree it was better without...

YOU MUST BE KIDDING!

12 After Sonic comes Sega's next signature game, and a new hero for our times. KID CHAMELEON is a mammoth platform, block-bashing arcade puzzler you won't want to miss — so don't, read it here, now!

BLOOD 'N' GUTS

20 SPLATTERHOUSE 2 should probably get an X-certificate, but there's loadsa fun packed in this hilariously disgusting bloodbath of a game that makes Altered Beast seem like taking the doggie out for walkies!

ROLLIN' ALONG

30 A thundering good romp from Namco is the only way to describe the all-blasting ROLLING THUNDER 2, as you join Albatross and Leila to combat evil in all its forms, like Paul Mellerick and Adrian Pitt!

MUD RACERS

60 Better than ever it was on a computer, the Mega Drive SUPER OFF-ROAD gives 16 courses that can be raced in either direction, with loadsa hills, puddles, mud holes and mayhem!

THE WONDER

10 A SEGA FORCE scoop! We bring you first details of the new WONDERMEGA combined Mega Drive and CD-ROM developed by Sega and JVC!

USA HERE 'N' NOW

18 ALIENS 3 needs an ending, but the rest looks great, and piracy may strike soon...

POSTER #2

42 The Middle bit of another amazing OLIVER FREY masterpiece. Stick it to last month's and wait for the final part next month!

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57 And get a free PERSONAL STEREO, as well as ensuring you never miss any Sega game-freakin' action!

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44 We've got BTTF3 videos, T-shirts and IMAGE WORKS T-shirts, watches and key rings to be won!

FORCE tested!

REGULARS



Gotcha!

Funny old world, isn't it? In an attempt to control worldwide distribution (ie, get rid of grey importing) Sega announced a move toward 'global releasing'. *Kid Chameleon*, with its big budget spend, was supposed, so we were told, to be one of the first to get released in Japan, USA and Europe simultaneously. SEGA FORCE was pleased to have been given a specially produced cart by the American developers, and we intended a massive preview feature this month, with a big tips and review feature next.

Good idea, except a finished, packaged cart turned up a few days before going to press (and a rated review's already appeared in another multi-format console mag). So in this ish you're not only getting Marshal Rosenthal's Advance Play, but also the SEGA FORCE team's rated review.

Nevertheless, it may be some time before *Kid C* turns up officially here, so for those who like to rush out and get the newest thing, we'd say, 'go talk to your favourite dealer'. As for Sega, they'll have to get their act together a bit more cleverly than this if that global releasing policy's going to have any credibility.

Meanwhile, SEGA FORCE sales are going a bomb all over the country, so sorry to all those readers who haven't been able to find a copy in their local newsagent. We're upping the order for this issue and again for the next two — so good hunting, game freaks!

PACIFIC RIM

- It's hard enough scraping the money together for a cart, let alone a first-class ticket to Japan, but just on the off chance that you're over that way soon you might like to know about a game show you can visit. It's the Tokyo Toy Show at the Japan Convention Centre, Makuhari, Chiba from 4 June to 7 June.
- Meanwhile, it's nice to know how SEGA FORCE is appreciated in the Land of the Rising Sun. We just got a copy of BEEP MEGADRIVE magazine in, and what do we find on the first news page, but a picture including SEGA FORCE — truly international!

VIRGIN SUMMER

PAUL Terminator MELLERICK rips open his overcoat and whips it out — his shotgun...

Here comes the summer, la-la-la lee, la-la! In a recent visit to the deep dungeons of **Virgin Games**, I got my hands on lots of summery stuff.

If you find MS releases a bit lacking, we've got some good news. Three different titles are due from Virgin in June, and by golly are they crackers! *Marble Madness* is a straight coin-op conversion, with outstanding graphics and great playability.

Arcade Smash Hits will appeal to old and new players alike. Three games on one cart — yes, three — and all classics: *Break Out*, *Missile Command* and *Centipede*. Whoa!

But the BIGGY is *Terminator*! Yes, we were shocked as well — we thought is was 16-bit only. It will be the same version as the MD in terms of levels and the MS graphics are looking really good, with the same animation as for the MD. Look at the shots, you might be forgiven for confusing them with the Mega Drive ones. More news as we get it.

Due in July (after everybody's calmed down a bit) is *Chuck Rock*, a home computer hit, starring Chuck and Ophelia.

Virgin have more MS games up their sleeve but are keeping tightlipped about them.

Don't worry MD owners, you're not being left out: one month before the MS version you also get *Chuck Rock*. Featuring great, cute graphics and a very funny storyline, it should be a cracking platform romp.



The highly political and controversial *Corporation* will hit the shops in June. A conversion of the Amiga/Atari ST game everyone raved about over a year ago, it features all the 3D graphics of the computers but hopefully the action will be smoother and faster.

Then IT happens, *Terminator* on the MD. *The* big release of the summer and based on the first film, you play Kyle Reece on his mission to prevent Sarah Connor getting blown away by the Big T. Fantastic graphics and sound, and gripping gameplay, as soon as we get our hands on this one we'll be away.

In development is *Euro Club Soccer*.



Terminator galore! The 8-bit graphics (all along the bottom) look about as good as the 16-bit (along the top, and bottom far right), testimony to hard programming.

Familiar: three oldies from Arcade Smash Hits (above). Left: Chuck and Ophelia have fun with stone-age history and rocks.

Heavily based on the *Manchester United Europe* computer game, it's a straightforward football game. With 170 European teams, several parameters and loads of playability, this is finally a football game worth playing.

Rolling soon: MS Marble Madness

ADEY BABE'S MOST MEANINGFUL NATTER BIT

● Games playing's coming of age, huh, what with Gamesmaster on C4 and ITV unveiling their games show plans for later this year. But you really know us game-freaks have become acceptable when there's a national day set apart. Well it's happening too. Bigwigs in the industry are promoting Monday 13 April as National Play a Game Day. 'NPAGD is a wonderful opportunity for members of the public who know nothing about games, to find out a little more about them,' warbles Roger Bennett of the European Leisure Software Publishers Association. How true, Roger, perhaps we'd better send Paul mellerick along, then. Maybe he'll learn something at last.
● And talking of PM, he's just dying to get on the next mega schedule of Gamesmaster shows (with a name that sounds like a killer detergent, Whiter than white Radion perhaps...). You won't be seeing my jolly mug, though, my delicate skin can't take all that make-up goo they plaster you with before you go before the cameras. Besides, I can't do the speed of a racecourse commentary. Tarra!

RENTACART?

Gutter Talk

Stuck with the price of cartridge games? Unable to afford a play of the latest titles? It could be a thing of the past! Despite Nintendo's continuing reluctance to allow rentals of their game carts, Sega Europe is taking a sensible lead in the whole business.

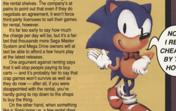
Nothing's deinite yet, but Sega have admitted to discussions with the video rental business associations, which if successful will see games going onto the rental shelves. The company's at pains to point out that even if they do negotiate an agreement, it won't force third-party licencees to sell their games for rental, however.

It's far too early to say how much the charge per day will be, but it's a fair bet that thousands more Sega Master System and Mega Drive owners will at last be able to afford a few hours play at the latest releases.

One argument against renting says that it will stop people paying to buy carts — and it's probably fair to say that crap games won't survive as well as they do now — after all, if you were disappointed with the rental, you're hardly going to nip down to the shops to buy the thing.

On the other hand, when something like a *Sonic* pops up, a few rental days won't get you far, so more gamers are likely to go out and buy so they can complete the game.

And in the end, software publishers may sell more copies to renters than to punters.



DRAGOONED

Alisia Dragoon — a new game from Japan we'll be looking at more closely next month — is a mapper's paradise, with ajoined screens going up, down and sideways all over the place. Alisia is a pretty powerful gal, with wings and guided missile lightning in both of her hands. It's already available from some dealers, so watch out for the review next ish!



We couldn't do it without 'em

It's a crazy business, getting cartridges in for review or even preview. Sometimes you might be forgiven for thinking that Sega licencees don't really want any interest from the specialist press. So it's the 'boys from the grey stuff' who help out when the going gets puff. This month thanks for their support go to several. **Kelvin Choong** at **MEGACOM CONSOLES, 13 Mansfield Road, Nottingham NG1 3FB; Tel: 0602 475151**, especially for the *Funky Horror Band* CD and *Super Fantasy Zone*. **Peter Hewitt** at **KC'S COMPUTERS & CONSOLE MAGIC, 5 High Street, Loughborough, Leics LE11 1PY; Tel: 0509 211799**, for many review copies. **Steve Lowe** at **CONSOLE CONCEPTS, The Village, Newcastle-under-Lyme, Staffs ST5 1QB; Tel: 0782 712759**. And **Adrian Bale** of **TELEGAMES**. They have several shops around the country, but the head office is at **WIGSTON, LEICS LE8 1TE; Tel: 0533 880445/889989.**



A selection of interesting ideas for the posier game-freak with a spot of cash, long legs and a severe storage problem.

Gutter Talk

If you're fed up of sprawling arse over tit every time you drop a game to dash for the phone, Sega may well have come to your rescue with the latest just officially launched add-on for MD and MS owners.

What great leaps in scientific technology have they managed this time? A cybernetically controlled joypad? Or even an automatic cartridge inserter for the very lazy (Claire)?

No, the latest addition to the Sega family is a remote-control joypad system. This allows you to play a game without joypad leads dangling about. A receiver unit plugs into the console's joypad ports and lets you play games from up to four metres away, or a touch over 12 feet (whichever's the greater…)..

The Mega Drive system costs £39.99 and comes with two standard-design joypads and a receiver unit. The Master System version (which looks identical) is £29.99 for a receiver and one MD-style joypad (buttons [B] and [C] imitate [1] and [2]).

A warning to prospective buyers: if you want two remote-control joypads for your Master System you'll need two separate systems, because the Mega Drive receiver doesn't work with the MS.

But do they actually work? Well, yes: we tested our MD set on *Sonic the Hedgehog* and Paul stood so far away he couldn't see what he was doing, yet the spikey sprite responded to his joypad and button movements perfectly. The same was true of the MS version.

The infra-red remote controllers for Mega Drive (£39.99) and Master System (£29.99) look identical, but you get two with the MD version. The only cable is used to connect the remote receiver to the TV.

Two remote-control MD pads for £40 represents good value for money; the MS version's a dubious purchase.

Still, if you want to impress your friends with hi-tech gadgets, this is sure to hit the spot. Just make sure no one walks in front of receiver while you're playing!

Nick-Nack: Caddy and Pak

Picture the scene: Paul's living room, around 6.30pm

Paul: 'Were the bloody hell's my *Sonic* cartridge gone?! It was here this morning!'

Does this situation seem familiar? If it does, help is at hand. Sega have just launched their official **Cartridge Caddy** at £5.99. This helpful little device holds eight cartridges, stacked neatly one in front of the other, and stores away easily.

Manufactured by Nuby, it's very sturdy and for everyone who's always losing their carts (like Paul) it's a godsend.

So, you've bought your caddy but you want to take your games to a mate's house. What do you carry them in? The Sega **Soft Pak**, of course! This padded fabric case holds the eight carts from the caddy, so you can carry the games your friend's too stingy to buy!

The case has a tough carry strap and is sealed with a strip of velcro. Although stylish and functional, £7.99's on the expensive side for what it is, and a carrier bag could do the job as well. Of course they aren't as good looking and posey but they are much more cost-effective. Depends on whether you'd be seen dead carrying your gear around in a Gateway bag rather than a Sega one.

The Master System remote conrollers ae identical to the Mega Drive's, but only two buttons operate

Caddy and Pak bring tidiness to muddled homes.

TELLING SEGA HOW TO DO IT

Sega's now got 14–16-year-old school dudes telling them the whys and wherefors of games marketing.

It all started back in August 1991 when Sega Europe launched a schools marketing project which challenged pupils to devise a marketing strategy for 1992. Six winning entries have now been chosen, with points scored for presentation, creativity, overall strategy and PR, advertising and sales promotion plans.

The kids, who come from schools in Essex, Jersey, Staffordshire, Manchester, Norfolk and Co. Durham, will now take their place on the Sega Advisory Board, which meets four times a year in London to discuss the year's marketing plans.

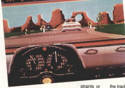
Marketing Director, Philip Ley says it's 'vital that Sega remains extremely close to grass-roots opinions. Encouraging children to participate has to be the ultimate way of ensuring that Sega remains one step ahead'.

True, Philip, but better still is buying some ad space in SEGA FORCE, y'know. And, new marketing guys, tell 'em to get *Sonic 2* out FAST!



HOT TOP 10
1 WIN A KIDS 200cc GO KART 0839-007 700
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3 WIN...... AFTERBURNER THE ULTIMATE ARCADE GAME! 0839-55 00 36
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6 WIN A PAIR OF £300 ROLLERBLADES! 0839-550 039
7 WIN A CD MEGA-BLASTER + MINI COLOUR TV 0898 334 092
8 WIN HIS 'N' HERS MUDDY FOX MOUNTAIN BIKES 0839-55 00 40
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PREVIOUS WINNERS
SIMPSONS ARCADE GAME KATE POSEY, HANSTON, LINCOLN.
ROLLERBLADES DANIEL GREGORY, BECKENHAM.
YAMAHA BI-WIZZ A. BRYAN, KIDLINGTON.
SKATE PILE GARETH HUGHES, KIRKRUSHTON.
MOUNTAIN BIKE NATHAN O-REILLY, WILLENHALL.
YAMAHA PW80 MOTORBIKE GALIC ZDRAVKA, LONDON W12.
SUZUKI LT50 QUAD ROBERT WRIGHT, ROCHESTER.
DRUM KIT WAYNE TAYLOR, CARNOUSTIE.
KEYBOARD H. TRIVEDI, STANMORE, MIDDX.
BASS GUITAR CLIFF MARUSSON, ABERDEEN.
LEAD GUITAR SIMON SMITH, BELFAST.
LIVERPOOL SHIRT STEPHEN FYLDES, CASTLE BROMWICH.
ARSENAL SHIRT. VICKY BARROW, CHESTER.
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Calls cost 36p (cheap rate) 48p (at all other times) per minute inc. VAT. Megafone Ltd, Sandylands House, Morecambe. LA3 1DG. Average call duration 5.5 minutes. Ask your parents permission before you call.

A great quartet of new Mega Drive games is the Accolade package for spring and early summer. We sent PAUL RIGBY across the pond for some inside info on how the conversions were done.



Revealed!

As time marches on, so does the Mega Drive and many software houses committed to its progress. **Accolade** are one such company. I skipped over the pond to the good ol' USA and trapped two of Accolade USA's game producers, **Chris Bankston** and **Pam Levins**, threatening them with a year's supply of *Jeremy Beadle's Party Hits* videos to reveal all.

Around 0.37 seconds later, they gave in...

DOUBLE DRAGON

As revealed last issue this oldie's finally due to appear on the Mega Drive. It was programmed by a bunch of Englishmen — Software Creations of Manchester — using Accolade's Mega Drive development system.

Software Creations had the advantage of having worked upon the Nintendo version so they're steeped in *Double Dragon*-iana.

Chris explained, 'The Mega Drive being the powerhouse it is, we realised that if we could gain access to the artwork, source code and soundtrack of the coin-op, we could make it very similar to the coin-op itself.'

The game was licensed from **Technos** of Japan and, impressed by the quality of the conversion, they approved the MD version in a matter of days. Hardly surprising, as the differences from the arcade original are relatively minor:

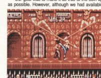
'They'd be the result of either memory constraints or what the hardware can do,' said Chris. 'Off the top of my head, I can only think of one small section of the original that doesn't appear in the conversion — where these logs move in and out of a wall to try and push you off the edge of the screen.'



SUPER OFF-ROAD

This overhead car racing game (Advance Play on page 60) has proven pretty popular on computer formats so it was only a matter of time before it hit the Mega Drive. I was surprised at Chris Bankston's comments, though,

'Our goal was to make it as true to the coin-op as possible. However, although we had available



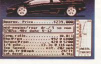
A great rave: Double Dragon, with Test Drive 2, at top and bottom, offering more than on computer.

to use the coin-op artwork and code and sound I think the [Mega Drive] product actually turned out a little better.'

That's what the man said! Chris reported that Accolade's conversion (by Software Creations) is a little more enhanced. The MD version includes 16 different tracks and each can be run clockwise or anti-clockwise for 32 different races.

Also, the continue option's been improved. On the coin-op if you come in fourth place you get one more chance then it's the end of the game. However, Accolade's conversion allows you to run through all of the first 16 tracks without getting dumped. You do lose special car features along the way and you don't win any prize money.

But this design feature allows you to learn the tracks at a quicker pace than the original, although this friendly feature stops once you decide to run the tracks counter-clockwise.



WINTER CHALLENGE

The MD conversion for this winter olympic-type game was modelled after the PC original and even contains all the features (see review on page 48).

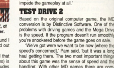
Producer on the project, Pam Levins, was able to tell me more about extra cartridge features such as... 'We even have a BACK-UP SO YOU CAN SAVE A TOURNAMENT IN PROGRESS, AND YOUR HIGH TOURNAMENT SCORES ARE SAVED. SO YOU CAN POWER-DOWN AND GO AWAY. WHEN YOU COME BACK YOUR GAME WILL BE SAVED FROM WHERE YOU LEFT IT'.

The MD designers for *Winter Challenge* are a Canadian outfit called MindSpan. A potential problem with converting a PC game is the interface. Pcs utilise the keyboard, mouse and joystick, so shifting that lot to the Mega Drive's single joypad could present problems. However, with sports simulations Pam manages to get around that problem.

'We use the joypad to correspond to the joystick and then three buttons. Then you can use the combination of the two. It was quite a challenge to get the 3-D polygon up to speed and, certainly, it's not as fast as a 25Mhz PC but it doesn't impede the gameplay at all.'

TEST DRIVE 2

Based on the original computer game, the MD conversion is by Distinctive Software. One of the problems with driving games and the Mega Drive is the speed. If the program doesn't run smoothly you're snookered before the game goes on sale.



'We've got were we want to be now [where the speed's concerned],' Pam said, 'but it was a long haul getting there. The two most important things about this game was the sense of speed and the handling. With other MD games there are complaints that the cars are impossible to control. We spent a lot of time making the three different cars you find in the game handle like the real thing and, at the same time, make it fun to play.'

In addition, because a joystick/yoke is probably the better way to play a driving game than a joypad Accolade have include three different joypad configurations, so you can use whatever's the most comfortable.

On the features table this version outdoes the rest. On computer you were offered two cars and some scenery. However, on Mega Drive you're given three cars and three scenery areas, so you're getting better value for money as well as more features and areas to drive in.

We'll be bringing a full review of *Test Drive 2* as soon as we get it.

FOUR'S COMPANY

TWO'S NO CROWD

It's out soon in Japan, SEGA FORCE has the details — the new Wondermega will revolutionise home entertainment!



On 24 April in Japan Sega and Nihon Victor (JVC to us) will roll out their joint-venture Mega Drive-cum-CD-ROM unit (first reported exclusively in SEGA FORCE issue 2) with JVC launching it on 1 April. Nicknamed 'Wondermega', its official name is RG-M1 Multi Amusement Player — we reckon the nickname's much better.

No UK price is given, but in Japan it'll be around £355, bundled with some software goodies (see below).

Sega's Japanese president, Hayao Nakayama, is predictably excited. 'Wondermega combines each company's [Sega and JVC] work in the fields of home entertainment, the amusement industry and AV electronics. It is the first of a new type of product.

'This is an integrated machine combining Mega Drive and Mega-CD which you can use with MD and M-CD software; what's more it offers a complete range of musical entertainment with Karaoke and audio CD.'

Nakayama outlines the kind of Mega Drive sales he expects in the coming months. 'At the moment we're planning production of Mega Drive to reach a total of 2.6 million in Japan and 4.2 million overseas, with Mega-CD reaching a total of 200,000 units in Japan by the end of this month.'

Thank you Mr Nakayama — you can calm down now and go back to work getting *Sonic 2* ready for our Christmas stockings.

Wondermegaful

So what have we got? The technically-minded can pore over the techy-speccy table, but here's the general gist.

Game functions include full compatibility with either MD cartridge software, CDs and Karaoke CD-GS, a large capacity buffer-RAM, high-speed pick-up movement and two 16-bit high-speed CPUS. Karaoke functions include CD-G (CD graphics) capability, electronic echo, pitch control, voice cancel/change, sound selection and microphone control systems.

Additional functions include modem capability, MIDI reproduction function and I/F powered speaker option, through 8-channel stereo. On-unit CD operations offer Play, Stop, Skip and Repeat. All other operations are carried out onscreen.

The bundle includes a special CD-ROM package called *The Wondermega Collection*, which isn't for sale on its own. It includes four popular arcade games not available elsewhere and four current Karaoke hit songs with full CD-graphics.

For the musically minded, the addition of MIDI (Musical Instrument Digital Interface) is an important step, allowing the connection of several instruments, a mixer, computer and AV functions to each other. This format can record MIDI signals as CD subcode.

What about the computer bit of Wondermega? The large 6Mbit buffer-RAM means you'll hardly notice any interruption in gameplay, especially as CD access times have been minimised with a specially designed high-speed pick-up movement.

Two high-speed central processors based on the 680000 chip, used in powerful home computers, cut processing times by half. One CPU reads the data and handles basic operations, including sprite scaling; the other controls colour and sounds.

Complex graphics and effects are possible thanks to a special graphics circuit which makes two-axis rotation of 3-D objects a reality, as well as handling sprite scaling. On the sound side, Wondermega boosts music and FX to arcade quality through 8-channel stereo, making up to 19 chords possible.

The video output signal has also been enhanced. In addition to normal composite video there is now RF and S-Video output for very high quality pictures (though you'll need the TV to handle them!

What else do you get in the bundle, oh yes, a control pad, AC adaptor, signal cable and video cable. Can't say fairer than that! Now all we've to do is wait till it reaches the fair shores of the UK.

Jargon for the brain-dead techy boffos

CPU		CD-ROM Cartridge	68000 (12.5MHz) 68000 (8MHz) & Z80A (4MHz)
Memory	RAM	CD-ROM 6Mbit (program data, picture data, sound data) 512Kbit (PCM wave pattern memory) 128Kbit (CD-ROM data cache memory) 64Kbit (back-up memory) Cartridge 576Kbit (program data, picture data, sound data) 512Kbit (video memory)	
	Boot ROM	1Mbit	CD game BIOS CD player software CD graphics, CD+MIDI capability
Graphics		colour picture resolution sprites background special functions	512 colours 320x224 pixels 80 (simultaneous appearance) 2 dimensions rotation, enlargement, shrinking
Sound		D/A converter PCM sound source FM sound source PSG sound source Digital Acoustic Processor Echo	PEM-type: 1bit D/A converter, 8-fold over-sampling digital filter 8-channel stereo (sampling maximum frequency 32kHz), 1-channel mono 6-channel stereo 3 sounds + 1 noise GAME, EX BASS, KARAOKE digital echo
CD-Drive		CD diameter access time	12cm and 8cm average 0.8 seconds
Back-up	Back-up time	approximately one month	
Output terminal	visual (NTSC)	composite video x 1, S-output x 1, RF adaptor terminal (cable sold separately)	
	Sound	main headphone MIDI	RCA minijack x 2 stereo minijack x 1 5-pin DIN connector x 1
Input	mike-input	minijack x 2	
Power		source consumption	AC only adaptor (DC9.5V, 1.5A) 20W
Unit	weight (net) dimensions	2.0kg W380mm x H75mm x D211mm	
Bundle		AC adaptor x1, control pad x 1, signal cable x 1, video cable x 1, CD-ROM software package *Wondermega Collection*	





Some CD game screens from the bundled package



WONDERDOG, the Wondermega's mascot



With millions being spent on promotion and merchandising, Kid Chameleon is Sega's biggest game since hedgehogs went sonic. It's larger, faster — and some say better. MARSHAL ROSENTHAL should know, he's spent the last month doing little else than playing a cartridge done specially for SEGA FORCE by the Kid's American developers. Meanwhile the SEGA FORCE team review it.

KID CHAME

Move aside Mario! There's a new kid in town — Kid Chameleon — and he's gonna shake you apart with his rock 'n' rolling adventures. Take the speed and graphic color of *Sonic the Hedgehog*, toss in a little *SuperMario* (gasp) block-bashing, add a whole lot of action and hidden excitement — blend together with the strategy of becoming different powerful

characters, and you've got one heavy excitement working.

Designed to be the next 'signature' game for Sega, the eponymous hero is one tough little dude. With a mission — to eliminate HEADY METAL, the end-of-game boss of the new holographic arcade hit, Wild Side. This virtual reality dork's sucking kids into his video game world. In order to save them, the Kid enters this world — and is it a huge one!

It's a basic need to survive and move on, trying to avoid being whacked off by alien objects and inhuman creatures. A world full of the unexpected, expecting you not to survive.

Now the Kid's no wimp — though he's far from super, just confident. He can move about and leap reasonably high if you give him a running start.

The game starts off with a tasty intro sequence. After it's played once the game moves on (you can also abort it) to player selections, which is choice of one/two players and the Option screen. This lets you alter the three buttons and the speed of the game **(see Those Buttons in full)**.

As playable as Sonic and a little more involved

A walk on the wild side

As a video game (within the game), Wild Side is full of beauty, but also hidden turns and dangerous objects. Like blocks that bar the way and have to be smashed. Which is good, since they're often filled with valuable objects like diamonds (they're useful for more than just points), extra lives, and time enhancers. These little stopwatches add to the three basic minutes given to complete each round, and are VERY, VERY, VERY, important.

Did I mention the many monsters? Guess I should: Okay, there are a lot of monsters — there, I've said it. Now some are easy to take out, just jump on their head and bounce a skull tune. Others must be avoided or battered in ways that simple flesh can't handle.

Plain feet 'n' fists just don't cut it here. Fortunately there are helmets to be found. Each of these transform Kid Chameleon into a formidable fighting machine. Each fighter has special powers. As the Kid, you're only able to do the 2xHigh Jump, but these guys are a lot more fun. Check out the **Chameleon powers in full** box.

These guys are stronger than the Kid, too, (obviously). Kid C only has two hit points, and loses one when injured. With only three lives, and only three continues — Game Over can show up too damn quick. But each helmet gives not only transformation power, but more hit power as well, with the Iron Knight having the most of all — five. although he's so heavy that he can't jump worth a damn.

Remember those diamond gems? They do more than just add points to the score. Pressing [Start]+[S] together activates their power — depending on which helmet is worn, and how many gems have been acquired.

For example, the Kid can activate the Circle of Doom which kills any enemy it touches, at a cost of 20 diamonds. Or go for the Death Snake who seeks and destroys while you watch. This fella costs 50 diamonds! The other helmet—head diamond powers are listed in another box, so check that out too.

Block bashing

There's a lot to see in Wild Side. Begin at Warrior Pass and follow the trail through Blue Lake Woods, Highwater Pass, the Isle of the Lion Lord. Then progress to **Dragon Fate** with its Whispering Woods, Hoverboard Beach, Stairway to Oblivion (hey, wasn't that a Led Zeppelin song?). Continue onwards through the **Black Peril**, its Woods of Despair, The Cliffs of Illusion, Blizzard Mountain. Take on **Chaos Maze**, the Alien Isle, Ice God's

Kid C gets completes the crystal round of the Highwater Pass level

Those buttons in full

Just for brevity, we'll refer to the Direction Pad as [D], okay?

[S]PEED, [J]UMP, and [SP]ECIAL are what makes it all happen for the Kid; you can choose for him to always move quickly or not — in which case the [S]PEED button slows/speeds him up. [J]UMP does exactly what it says, but there's a few special moves here.

First, a quick press is for a small bounce, hold longer for a higher leap. Getting onto a platform can be a challenge, so use the 2x[J]UMP move: Jump towards the platform, press [D] when even with it, press [J] again. You flip right onto it, providing you're only the Kid. Pressing [D] and [J] together gets you moving quickly, then a quick tap-of [J] again and you're high jumping.

[SP]ECIAL does some amazing things when the right helmet is in place. More on that in another box.

Now the rest of the controls are easy to remember, a bit similar to *Sonic*. [D] moves you about and also affects the direction and angle of your jumps besides letting you crouch and crawl. Pressing hard while looking up or down scrolls the entire screen in that direction for your viewing pleasure (and sometimes your survival). To energise Diamond Powers (those also have their own box), you hit [Start]+[S].

LEON

Those Chameleon powers in full

Here's the breakdown of what the [SP]ECIAL button does.

THE IRON KNIGHT: Medieval in nature and appearance, he scales walls and obstacles using his spiked gloves and boots. He can also break some blocks by jumping on them.

RED STEALTH: Samurai to the max! A swift sword to slash through attackers and blocks. Capable of amazing leaps.

BERZERKER: A raging rhino with a horn to match is this one. Charge walls and smash them as flat as some of the foes encountered. Automatically breaks into a charge after a short run.

MANIAXE: Axes for everybody! Endless stream of sharp edges to take a bite out of anyone or anything. Toss them even while jumping.

JUGGERNAUT: It's army time, as the Kid becomes a fat tank, complete with tractor treads and a front mounted cannon. Those skull bombs nicely 'rearrange' the landscape.

MICROMAX: From huge to tiny! Now the Kid can squeeze into areas too small for 'normal' creatures. He can also stick to walls and spring off to higher spots.

EYECLOPS: The power of Super Sight, as the Kid can now see all hidden blocks. What his foes now see is the burning glare of his Fatal Beam.

SKYCUTTER: A jet powered hoverboard makes for some rogue curls over the terrain. Flip upside down and ride the ceiling, dude, using [J]+[SP].

CYCLONE: As a whirling tornado, the Kid now soars to any height, drill through blocks and enemies, and drive a disastrous rain hard down upon all foes.







In Blue Lake Woods Kid C turns into Red Stealth with a flash of yellow fire. Discovering how things work's important, like getting over gaps by bouncing on the rubber blocks (left).

Time is of the essence — as usual: below left, Kid dies when the time above his head hits zero — nasty. On the other hand, keeping an eye out may reward you with a timely gift! The clock (below) adds to Kid's time limit.



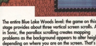












The entire Blue Lake Woods level: the game on this stage provides about three vertical screen scrolls. As in Sonic, the parallax scrolling creates mapping problems as the background appears to alter height depending on where you are on the screen. That's why in some areas the far lake shore keeps zipping up and down!.

Vengeance, The Hills Have Eyes. I think you get the point.

And the animate and inanimate dangers never let up. There are dive-bombing dragons, tank-like rock creatures, Fire Walkers, and Imps. Magical creatures that pop out of thin air, some slightly more menacing than others (the Fire Monster who leaves a burning path in his wake comes to mind).

Listen for their distinct screams (once yours are done), and be ready for them. Learn what it takes to avoid and run away, er — make that attack and destroy them.

Go for those items hidden within prize blocks. The extra lives (ankh) are wonderful, and coins give you one extra continue (thank you, thank you). Of course not all the blocks are so generous: vanishing blocks disappear when touched; drill blocks look harmless until they jab at you with their whirling blades; ghost blocks appear/disappear in a frustrating manner, while ice blocks are too slippery to walk on. They also shoot out deadly icicles when broken.

The types that appeal are the rubber ones that act like powerful trampolines to propel you in the opposite direction; shifting blocks that can be moved to trap foes; and the cannon blocks which fire bullets that blast open holes in other obstacles.

More pedestrian to find, but equally useful are telepads which warp you from one area to another, sometimes even to other rounds. There are also lifts, which require a whack to start the timer and begin the ascent.

The learning curve

And no passwords! That's right, although the game begins with three continues to start with (unless you find that special, rare coin to add one). The cart also lets you begin again at the start of the level you're at if you feel stumped.

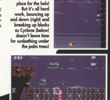
But there's **no way** to turn off that Sega and come back later to where you left off. Nada. Zero. Zilch. So unless you plan to leave *Kid C* on all the time (there is a pause, natch), expect to get real proficient at racking through levels quickly to get back to where you last said goodbye. Of course there could be hidden paths that turbo you from one round to others farther along...

Is that all there is? NO WAY! With over 1,800 screens and 103 levels, I'll be playing here for a long, long, time. Sega is definitely moving in on Nintendo territory — and showing how bad-arse dudes do it!

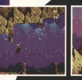
THE BLACK MARSHAL has found many friends within the rounds of Kid Chameleon. Violent, evil friends — but that's the kinda guy he is.



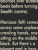
In Elsewhere, Kid C does a flip onto a platform (above) — looks like a nice place for the hols! But it's all hard work, bouncing up and down (right) and breaking up blocks as Cyclone (below) doesn't leave time for sunbathing under the palm trees!











In Highwater Pass, Berzerker (far left) bounces over bubble beats before turning into Stealth (centre).

Maniaxe (left) comes across some unpleasant crawling hands, one's sitting on the middle block. But there's a teleport pad in here as well, to get him out.



Under Skull Mountain (right and bottom) Juggernaut gets the job done — Oh no, dragons!

I waited with bated breath for *Kid Chameleon*. Usually, games hyped this much are disappointing. Fortunately, *KC* has loads of good points. The graphics are great, with highly detailed sprites and smashing animated backgrounds. The Kid himself is one helluva cool dude and moves really well. I know it's clichéd to compare *KC* with *Sonic* but it's just as playable and a little more involved. The game's huge and has loads of secret passages and hidden rooms to keep you playing. On the down side, you have to wade through from the start of the level when you die. Really annoying! When all's said and done, *Kid Chameleon*'s a great platform game. It's hard not to think of our spiky blue buddy when playing, but I've a feeling this young man isn't going to be quite as successful. **ADE**

Those diamond powers in full

Some blocks when smashed reveal diamonds that give extra powers to the Kid's various incarnations, and here they are:

■ **THE IRON KNIGHT:** Circle of Doom — cost 20 diamonds. Extra hit point — 1 diamond.
■ **RED STEALTH:** Samurai Haze which slows all enemies — cost 20 diamonds. Death Snake — 50 diamonds.
■ **BERZERKER:** Spell of Invulnerability — cost 20 diamonds. Wall of Death (which disintegrates all enemies and obstacles) costs 50 diamonds.
■ **MANIAXE:** Circle of Death — cost 20 diamonds. Extra live — 50 diamonds.
■ **JUGGERNAUT:** Five way shot — cost 5 diamonds per shot.
■ **MICROMAX:** Mini—snake that seeks out enemies and kills all it touches — cost 20 diamonds. Swift mini—snake that moves even faster costs 50 diamonds.
■ **EYECLOPS:** Fatal Beam that damages all enemies it shines on — cost 2 diamonds per shot.
■ **SKYCUTTER:** Spell of Invulnerability — cost 20 diamonds. Death Snake — 50 diamonds.
■ **CYCLONE:** A slashing rain that seeks out foes and 'slices 'n' dices' them — cost 20 diamonds. Tracking rain that seeks out the enemy — 50 diamonds.

Maniaxe wields his chopper in an attempt to make friends and influence people

Kid Chameleon, eh? Obviously this guy's never heard of Deed Poll.

His game's being labelled as the next *Sonic*, lots of Sega money being spent on its promotion — but is it any good? Well, the short answer is yes. And no.

The amazing thing about *Sonic* is it's so easy to play and get into; anyone can grasp the game in about ten seconds. *Kid Chameleon*'s a lot more involved, 103 levels etc, which means its pace is slower.

Kid moves fast, don't get me wrong, but with each level smaller than *Sonic*'s and the action less hectic, it loses something. A better comparison would be to a *Super Mario* game on the Nintendo (sorry), with blocks to smash, power-ups and routes to find.

After several plays, *Kid* becomes quite enthralling, the variety of the masks adding humour and strategy.

Aesthetically it's okay: backgrounds are good, sprites are excellent, tunes and SFX are reasonable — there's nothing to fault.

Hardened platformers will take to this, those looking for the next *Sonic* should wait

● PRODUCER: SEGA
● GG: TBA ● MS: TBA
● MEMORY: 1024K
● PLAYERS: 1-2
● PRICE: TBA

SF Rating

81% PRESENTATION
● Smart animated intro, inter-level scenes

79% VISUALS
● Clean, but nothing inspiring

82% SONICS
● Nice tunes with each level, good FX

80% PLAYABILITY
● Easy to play but very involved

87% LASTABILITY
● 103 levels, though it gets a bit samey

82% FORCE
● Great platform action, but only for fans of the genre.



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USA Here 'N' Now

Deep within the dank confines of the Palace of Doom The Black Marshal holds court over the realm of video gaming.

It was once said by software houses that as soon as all games went onto cartridge the days of the pirates would be over. But not so. There are now a few devices around for copying cartridge-based games, like the one shown above.

They say that imitation is the sincerest form of flattery — balls, Piracy is. You know something's doing well when others try to do more than just copy the 'look' but actually try to make you think that they have the original.

In the early 80s there was a lot of piracy on the Atari 8-bit computer. This was followed a few years later on the ST, and then (and still) on the Amiga, plus the PC — mostly game-oriented. So no big shock when game consoles started getting ripped off too.

Now Nintendo was the hardest hit for a while — though they fought ferociously — with fake cartridges appearing for their NES box, piggy-back carts of 30+ games being smuggled in from Taiwan, and the like. But things seemed to have died down with the advent of the 16-bit. Not!

The latest making the underground rounds for Genesis/Megadrive is a small unit consisting of a hardware device that attaches to the game cart slot, with what seems to be an AT-based IBM controller (Sega developers use an IBM-based system), combined with a keyboard, hard disk, floppy drive, and one meg of onboard RAM placed inside a normal metal computer case.

Apparently the self-contained software program enables games to be read in from the floppy, transferred onto the hard disk and then played as if a cartridge was present.

Getting that floppy in the first place is something else; whoever these guys are probably have a similar system which works in reverse — sucking the guts out of the cart and then moving it to the floppy.

This reminds me of a crazy little device from way back. You placed an Atari VCS2600 cart in one end, and this battery-backed blank cart in the other. Pressing a button on the device transferred the memory from theROMS into the temporary unit, all 8K of it — WOW! So for Sega it's good news/bad news. The good being that their 16-bit is very, very popular. The bad being that the pirates are at it again.

Second generation fists

With *Evander Holyfield Boxing*. Sega's talking about their new series of Second Generation games. By this they mean a willingness for bigger graphics, more realism, and faster speed overall. An example here is *Holyfield* — tasty graphics of the fighters from the waist up, this side view fills up over half the screen.

At CES the Evander Holyfield demos created a stir, matched only by the man himself (right) as he attended a press conference.

More attention to detail when the US. Heavyweight Champ starts punching — check out those skin tones and the spittle flying when that right hook gets through.

Holyfield made a brief appearance when they unveiled the game; this is one big guy that you call 'Sir'. But once the game rolls out, you'll get a chance to knock his block off, as you play one of a number of competitors vying for the Heavyweight crown.

Getting it in high definition

Okay, here's my soapbox bit — all this hoopla on 16-bit/32-bit/64-bit graphics, CD-ROM power and the like. The real power is coming from multimedia compression that's now used for digital video in upcoming products such as on the Apple Macintosh (their *QuickTime* technology delivers real videos from CDS) and the CDI players.

Neither Philips' NOR COMMODORE'S CDTV play full motion, full screen video yet, but I don't see anything even coming close on the CD-ROM players. Yes they put out more stuff, more sounds, more graphic, but it's not the video reality that everybody wants.

Okay, relax a bit, maybe we shouldn't be concerned with that. But realistically we all want games to be even more graphic. And that's going to come out of the CD-ROM technology that's interlinked with digital video. Which brings up the future that we just saw —RCA's hard hitting series of innovations for technology.

First RCA has new wide screen television systems which can handle through a plug-in device the upcoming HDTV (high-definition) standards which will be set in the States in early 1993. Think about those great games coming out now — they all feature 'letterboxed' screens in their openings.

Second, they've developed an extended form of compression built off of the standard MPEG which was worked out by a team of scientists and engineers throughout the world. This is called MPEG++, and is able to handle all the needs. It's compatible throughout the different systems of video, cable, and presentation software.

Finally, and best of all, is digital cable. In conjunction with the Hughes Corporation (the largest privately owned satellite maker), they will be bringing some 100+ stations to homes in North America using a small convertor box attached to a dish that measures a tiny 18". This can fit outside a window and is easily set up.

The box itself resembles a bit the old Coleco vision game console, but has the digital hooks for CD quality sound, wide view HDTV quality video. All initially for about $700 US, with payment for items done through the use of smart cards that dial themselves and make the connection for charging films and special pay-for-view events. It's called DirecTv.

Now what makes this all important to you — YES, YOU! — is that digital video will translate into some of the damn best games you can ever wish for! *Sherlock Holmes* for Turborgrafx and now the Macintosh has some 15 frames of animation running in a small window; with some 90 minutes of video.

This is the way to go, the same way as those laser disk games with their infernal accessing blanks between doing what you want and seeing what you get.

But once all of this stuff from RCA happens, and it looks more than promising, AND — providing that the movers and shakers of the world don't muck things up by continuing to create dozens of standards, then we'll start seeing video used instead of pixels when it comes to gameplay that reaches and can transcend reali-

The Bitch is back



But software houses have their problems too. Thinking of basing a game on an upcoming movie? Okay, first go out and get the license — that could be megabucks right there. Let's say it's gonna be a HOT film, no way it could stink. Even so, there's a real risk factor; will the movie stay popular long enough for the game to be successful when it appears?

If you're lucky and the film doesn't bomb, there's still the long wait for the game to get to market. Guess it's a good thing that films are released for video sales six months to a year later — that's often when these games finally show. Of course there's a simple solution: produce the game far in advance so its release is closer to that of the film.

Which is exactly what Arena Software is doing for *Aliens 3* (wanna bet this is one film that ain't gonna bomb? — part of the previews tout that 'The Bitch is Back' — and we know who that is, about 50 feet tall and slimy!). Arena plans on the cart appearing in the stores within days of the film's première in the States.

But then comes the problem.

While Arena has the advanced knowledge to build the game from reading the provided script, they don't know yet how the film ends, because that part is still being put together. Which means that Arena can't program in the final sequences. So although most of the cart is finished, there's a big blank where the final confrontation will be.

But what you want to know is that we've got a preview scheduled for real soon now. And as soon as the cart goes Beta — we'll be on it.



ty, The Doors said it best a long time ago: 'We want the world, and we want it now!'

Take to the barricades!

Tengen's 8-bit *Rampart* (Domark/Tengen in the UK, reviewed in Issue 2, February) was a great success. Now the Mega Drive version is sizzling off the stove, and it's worth a quick look.

Hey, it's still strategy — making choices of protecting your forts and using cannon to wipe out the enemy sailing ships as they try to move in on your territory.

Each game section is first announced by a vertically moving bar that reminds you what to do: build a fort, place cannon, fight. Then the cannonballs fly and the action kicks in. All timed of course, which includes building/rebuilding the main fort as well as any others.

The digitised voice is real good, so are the graphics and the ease of the cursor used for both firing at the ships as well as rebuilding the castle. It's a very bright game, strong colours and good surface texture; plus the digitised sound FX of the cannon balls whooshing through the air, before they thud home.

A few hints may help. Surround your castles tightly and don't leave any diagonal gaps for the cannon balls to get through. Since you can change the configuration of the buttons for firing, rebuilding and cursor speed, the choice here is yours, as is whether to start easy overall or not — you can also choose to begin as a recruit rather than go for the veteran campaign.

The ships to take out quick are the red, three-masted ones, since their cannon balls leave indestructible craters. The white double-masted aren't much better; they leave troops behind (correctly called 'grunts' as any foot soldier tends to be). These form armies to harass you on the higher levels as well.

We'll have more on MD *Rampart* for you as soon as we get it.





Mega Drive Rampart offers brighter graphics and stronger sound FX than the excellent Master System version.



Celebratory dinner: I bumped into Pac-Man the other day in honour of the flurry of Pac releases (see page 52) and it was a battle to see who's the best gobbler.



A typical nuclear family watching DirecTv programming, delivered by an 18" receiving dish. If it's so high-def, how come they're all so close to the screen? And why are they watching low-tech cowboys?





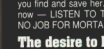
Advance Play!

SPLATTER HOUSE 2

Deadly forces, loose in the world, breed violence from a womb of deep, dank ugliness and despair. Imagine your dearest one spirited away by these horrors. Poor Jennifer. But you have the mask... MARSHAL ROSENTHAL reports on Namco Hometek's new horror game.


RICK IS DREAMING — The Mask! — RICK IS HAVING A NIGHTMARE — Like a drug clutched to the true core of your being. You cry out in your sleep and wake in a cold sweat, you hear the Mask calling.

RICK IS TOSSING AND TURNING IN THE SHEETS NOW — Shaped like a skull, fastened on with bands that resemble skeletal hands, the Mask you found in the thick Jungles of Cancun served you well back then. Attacked by the ghouls and zombies and evils surrounding its hidden shrine, its aura of power compelled it to be worn.



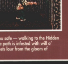




Splatterhouse 2 is not for the squeamish. The graphics are strong and bloody. There are no fancy weapons, no magic spells. Just brute force — the desire to kill, kill, kill...



Stage one is long. Foul creatures bar your way, but a kick or two renders them in two and sprays their remains about — yummy!



At no point are you safe — walking to the Hidden House (below), the path is infested with will o' whisps, while ghosts lour from the gloom of screen corners.

Harnessing its power, you became a raging beast yourself, barely human — filled with an insatiable lust for gore. Happy and content as you dispatched evil into slick, wet spots that peppered the ground with slime and guts.

But Jennifer is still gone, and you don't trust yourself to find her without help. The kind of help the Mask can bring. If you're willing to accept the consequences...

RICK IS NOW WIDE AWAKE — The Hidden House Rick, that's where she must be. Let us help you find and save her. Put us on Rick. Put us on now — LISTEN TO THE MASK RICK. THIS IS NO JOB FOR MORTAL MAN...

The desire to kill

Splatterhouse 2 is not for the squeamish. Strong graphics live here, live and die here. No fancy weapons, no magic spells. Just brute force — the desire to kill, kill, kill. In the breasts of both the once-Man in the Mask, and the foes who oppose him.

Watch through the entire opening sequences. Hidden within the graphics are clues to what you will face, as well as the path to be taken before reaching the Hidden House. An Option screen gives you three choices: Normal, Difficult, and Game Master — there's no 'Easy' here!

A password option proves useful when you die — use it to restore the game next time to the same level you ended at. The buttons can be configured for the two actions to be performed: jumping and attacking — with two buttons for one action, the third for the other alone. The Direction Pad [D] moves you around as expected, and kisses your face into the dirt when pushed down.

Compared to this, Altered Beast was like walking the dog...

Elevator to hell

The Mask endows Rick with power, and he needs plenty to succeed against the host of disgusting things to be encountered. Should a bone, pipe, or stick be near, pick it up by crouching over it. Then use it. The Mask knows whether to throw or smash or strike with whatever's held.

No weapon means you punch, while holding down [D] and pressing [B] lashes out with a low kick to perhaps disembowel. Pressing [B] while airborne delivers a jump kick, and the side kick can be delivered by holding [D] at a diagonal, jumping, and then pressing [B] as you land.

It's time to move out Rick. But consider what you're smashing into pulp: zombies with drooling flesh; mindless screaming mimis that get underfoot; ghouls and unhuman creatures. Splatter them Rick.

Stage One, the route to the house is a long one, and the wind's blowing up a storm. Foul creatures bar your way, but a kick to the head or chest renders them in two, and sprays their remains about.

A pipe makes a good weapon — especially for battering down creatures that refuse to quit. Reaching the building, in you go. Check your lives and health. Each glove represents part of your strength. Beware that it doesn't drop to zero, for then you die. Additional lives are yours, but Jennifer awaits.

Enter the elevator to the underground. Cranking noisily as it moves slowly down, you feel trapped within its steel confines. As you are. But perhaps someone (or some thing) will join you.

The bottom's here and the underground caverns are all around. Ghouls come out from the walls — grind them into paste. Dead boars' heads laugh silently at you, their huge tusks barring your way. As if to concur, dozens of spikes randomly pop out of the ground — the ground's unsure of itself and breaks up from fear. Fear of what lurks beneath the dirt. Conquer your fear and leap past the dangers.

The riverside is close and flying fish of evil intent sting and bite — watch out for slime-infested creatures who sneak up from behind. Toss them into the water and watch them bubble away.

You enter a nearby shed, perhaps a way to the Hidden House? Perhaps not, as dead curdled babies descend from ropes as if from a hanging party's warped sense of humour. This is truly weird, and magical.

Inanimate items suddenly take flight and attack. A pair of shears can be trouble. The gas-





Survival is no easy matter. At the end of stage 2, Rick encounters this boss ghost. Give him a solid kick on the nose — they don't like it 'em!



When you're attacked by hanging babies in stage 3, the gas-driven chainsaw comes in useful. Ripping up one (top left), another prepares to attack (top right). Go get it. This scene is a hoot! If you're fast enough, the gloppy nasties end up being splattered all over the screen of your Mega Drive. It pays to have some paper tissues on hand...

Weapons are few and far between, so if you come across a bone (right), don't hesitate to whack off a ghoulie with it. For stage 1's end monster (left), it's bare fists or nothing.

In stage 4 (bottom right), even the ground quakes in fear before ejaculating terrifying spikes. Below, a spider attacks — these things have a bad attitude, so don't wait, just splat it!

Watch out for water — the puddles of stage 3 (above) and the stagnant river of stage 4 (below) are home to all sorts of foul creatures.

powered chainsaw definitely is! But perhaps you can 'kill' two birds with one stone — or put the babies to sleep permanently.

Home, sweet home

There's an Island in the distance. Perhaps this is where the Hidden House can be found. Entering the shallow stream, you fight your way as an octopus dogs your heels. But then it's on to dry land.

And yet still another path. But rich in magic, with demons that appear like will 'o wisps and bind you tightly in a hateful embrace. Yet more demons to fight and conquer.

Till finally you enter the House. Looking about, you wonder what evil calls this home. You wonder if you have also become that which you have been fighting: an unhuman beast of corruption and decay.

Who — or What — is in the House? Nobody knows, and nobody's telling. But it's not one simple kick, smash and then home with the girlfriend. Perhaps there's a shotgun... shells for it would be nice. Perhaps there are improvised molotov cocktails concocted from glass vials of potassium. Perhaps you'll never get out alive.

Zombie UHU

Splatterhouse 2 is one of the most graphically intense games to ever come to Mega Drive. The mood's dark, frightening — using every bit of the graphic power to deliver a horror movie in the making.

Intense backgrounds filled with pus, a musical soundtrack dripping with despair — you don't notice all of this because you're so busy. Busy with the chore of killing any and everything that appears.

Yet you notice the subtle and not-so-subtle touches. The sudden rainstorms and lightning flashes. The peering skulls which materialise from darkened corners. The dripping glop that takes on man-like shapes. Compared to this, *Altered Beast* was taking out the dog for a walk, and the zombies in *Moonwalker* the Radio City Music Hall Rockettes.

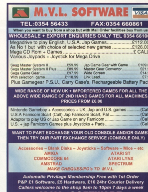
What do you need to know? That you can pick up a body part and toss it back at the ghouls that attacked you? Or that monsters gladly die so as to allow their offspring to leap out of their cracked bodies to go for your throat? Will you enjoy the slime and gore that smashing a creature brings? Or their screams when this happens? Or yours?

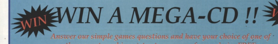
No, you can't go back — keep moving forward, there's no safety in what's behind you, and the powers that be refuse to allow you this luxury. Nor is there safety ahead — when savage and disgusting menaces await.

Take them on. Kick, jump, punch, smash. Splatter them to the wall and watch them ooze slowly down. And any time you want you can turn and stare at a slime-splattered corpse that you've stuck to a wall by its own body juices.

The Black Marshal likes this game...



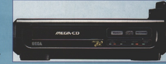




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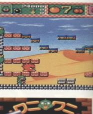
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Advance Play!

MEGA DRIVE md

CROC WOR

Making sure her cherry gets plucked, CLAIRE MORLEY goes on a skating rampage of baddie bonking in this platform romp.

In SF2, Adrian Advance-Played *Berlin Wall* on Game Gear. It was a great game, fast, addictive and extremely playable. When *Croc World* was plonked on my desk, it looked to be a straight conversion to the MD. Wrong. There's a lot more to this than meets the eye.

Gameplay's simple. A screen full of pink ladders and yellow tiles must be cleared of a variety of nasty robots by Croc, a small, green, cutesy reptile.

Armed with nothing but a large mallet, he bashs away chunks of floor so the brainless robots fall into the gap, and with a final wop on the head, sends them crashing to their sad death. What a shame! Their remains are magically transformed into bonus items to collect for points.

Three cherries, please

If Croc's lucky, he bonks a baddy and a fruit machine icon appears. Collect this and it gives you a chance to spin the machine at the top of the screen.

Like any fruit machine, there's no guaranteed pay out, but if Croc wins he'll know about it because tons of food and icons pour out! Croc must run about and collect as much as possible.

The nasty creatures that protect the platforms are quicker than our intrepid crocodile, so a handy icon to get your claws on is a pair of skates. This enables him to slide around with a little more speed.

Pick up bomb icons and either roll them, throw them or detonate them to dispose of a few enemies.

Level One's critters are pure unreasoning robots, and like all good machines they just don't give up! Fortunately, they're not at all clever and Croc has little trouble in tricking them to fall into his cunning traps.

As Croc progresses, he encounters various kinds of walking fruit and veg, green octopodes (octo-pussies), penguins, skunks, cats and dangerous devilish blobs. Bump into any of these and poor Croc has a horrible fit and his eyes bulge — it's not a pretty sight!

An original variation on the usual platform romp

Complete screens by disposing of all the baddies. Croc does an agile back-flip, puts his thumbs up and the next screen dexterously bounces on.

Wild monkeys, mashed bananas

The last level of the first stage is vertically scrolling — if the screen overtakes you it's bye-bye Croc!

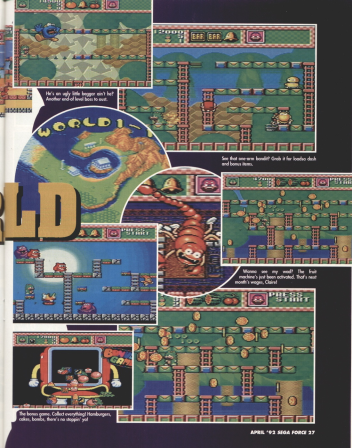
But reach the top of the platforms and you meet the end-of-level baddy, a hilariously animated monkey who uses his tail to swing around the platforms. Croc will need to do some super-bashing to get rid of this big beast.

With three modes of difficulty and loads of musical variations, there are plenty of options to chose from. Croc's got three lives and three continues, and extra players can be picked up during the game. The two-player option's more fun as it speeds up the game, halving the time it takes to dispose of baddies.

Don't be deceived by the cutesy graphics, there's nothing sweet about being beaten up by a bunch of bananas! Admittedly, on initial attempts *Croc World* doesn't impress, but with its addictive gameplay and fruit machine, it's a competent and original variation on the usual platform romp.

Perhaps mature gamesters won't find enough action but what's here is of a very high quality and will adequately fill a gap for the younger MD owner.

CLAIRE



He's an ugly little beggar ain't he? Another end-of level boss to oust.

See that one-arm bandit? Grab it for loadsa dosh and bonus items.

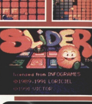
Wanna see my wad? The fruit machine's just been activated. That's next month's wages, Claire!

The bonus game. Collect everything! Hamburgers, cakes, bombs, there's no stoppin' ya!



Slithery, sneaky, slippery — ADRIAN PITT's a tricky customer and no mistake. Only problem is, he has terrible trouble getting a grip on his Gear.







SLIDER

It's all very well having 99 levels to test your skill and expertise but it prompts the question, is the game worthy of 'em? Unfortunately, *Slider* fails to hit the mark.

Don't get me wrong, loads of nice touches make it quite entertaining, but each level follows the same basic format. By the time I reached the tenth, the light of day dawned: 'How exciting, only another 89 to go!'

Needless plot: the planet Rozen's in a pitiful state. An invading army of Scum lords have fouled its surface, using a varied array of harsh toxins and poisons. To add insult to injury, the place is now swarming with ghouls, blobs, squids and fire-faces a-plenty!

As the furry yellow blob, Slider, it's your job to turn back the tide of pollution, clean up the kingdom once and for all and send those raiding monsters packing!

A few plays are all it takes for rigor mortis to set in

In the pink

Rozen's surface is made up of a series of blue toxic tiles. By sliding swiftly over them, they change into nice pink healthy ones!

The screen scrolls in four directions as you trundle hither and thither, avoiding a multitude of monsters who pop out of holes in the ground. When all tiles are 'in the pink' (so to speak), it's on to the next level for more slippery fun and monster blasting!

However, being an environmentally friendly blob isn't an easy job. First and foremost, there's the time limit to consider. On some levels it's one hundred seconds, on others it's less.

Then there's decisions on which objects to collect. Food gives extra points, egg-timers provide extra seconds. Lasers and freeze guns are particularly helpful and the octagonal rifle's a must — you can shoot baddies in eight different directions at the same time!

There are plenty of extras: short cuts, booby traps, one-way tiles, ice blocks and oodles of weapons to keep you in check.

The game area's tidy and colourful, the screen scrolls well, but the main character's a little sluggish to control. There are different in-game tunes for the first few stages, each repeated from time to time.

Initially, *Slider* possesses that frustration factor. When killed, you just *have* to play again to attempt later levels. Sadly, a few plays are all it takes for rigor mortis to set in. *Slider*'s simply too samey. **ADE**

As Ade's said, there's not a lot to criticise. It's cute, pretty and fun to play, but as with most games, there's a fall-down point. *Slider*'s is its repetitive gameplay. After nine or ten levels, you begin to wonder if the next level will offer anything new. The answer is NO. The password system's essential to a game like this, but with ten continues as well, it won't last long. A nice game that would be a lot better with a few more tricks and traps. *PAUL*







HI KIDS, BILLY BUTT 'ERE, I AINT VERY 'APPY TERDAY....NA, IT'S COZ THOSE POOFS AT ACNE HAVE DECIDED TER BRING THEIR COMIC OUT EVERY TWO WEEKS!...

..YEAH...'AN' I AINT GOT ANY DOSH TER GET THE NEXT ISH!



HOY FAT BOY, D'YER WANT YER LIGHTS PUNCHIN' OUT?

ER..N..NO BILLY...I.. ..I AINT DONE NUFFIN!

WELL LEND US A QUID 'N' I'LL LET YER OFF

HEE...I HATE 'IM...BIG FAT LARDY LUMP O' GREASE! ANYWAY, I'VE GOT ME DOSH, NOW TER GET THE BEST COMIC IN THE WHOLE WIDE WORLD!



DON'T FORGET DUDES, ACNE IS NOW OUT EVERY FORTNIGHT, SO WHY NOT SAVE YERSELF HASSLE AN' PLACE A REGULAR ORDER WIV YOUR NEWSAGENT NOW?!...OR I'LL COME ROUND 'N' PUNCH YER LIGHTS OUT... ..RIGHT!



PROBABLY THE FUNNIEST KIDS COMIC YOU CAN BUY! ON SALE EVERY FORTNIGHT GET IT... OR REGRET IT!

MEGA DRIVE md



Advance Play!

Wham-bam, thank you ma'am! A thundering great beat-'em-up hit is rolling out soon from Namco Hometek, and MARSHAL ROSENTHAL accepts the mission...

ROLLING THUNDER 2

NEAR THE END OF THE 20TH CENTURY, SATELLITES BEGAN DISAPPEARING FROM ORBIT.

THE GLOBAL FLOW OF INFORMATION WAS DISRUPTED, AND THE WORLD FELL INTO CHAOS.

UPON INVESTIGATION, THE WORLD CRIMINAL POLICE ORGANIZATION UNCOVERED A DIABOLICAL PLOT.

THE TERRORIST GROUP "GELDRA," ONCE THOUGHT DESTROYED, HAS SURFACED AGAIN!!

Quiet. Ease. The anxious beast inside me craves some action. It's been too long since some scum faced justice from a 9mm gun barrel. The phone rings…

It's Leila, speaking too quickly as usual, saying that GELDRA, the world-spanning terrorist organisation, has hit again. They've destroyed all the global communication satellites.

'WPCO HQ says to take 'em out for good this time,' Leila tells me. "Intelligence indicates that rogue arms dealer Gimdo may be involved. His operations span the globe, so expect to do a lot of travelling. I'm faxing through a report now. Study it carefully. It should help.'

She rings off. Nice girl, but takes things too seriously. I look at the report — once started there won't be time to think. Two-player mode, good — might need Leila's help.

I can use the [A] button to take an agent from the other player when all my own are exhausted. [B] fires weapons. [C] to jump, and pressing up on the Direction Pad [D] increases height of jump. Also useful for going onto the next level. [D] down lets me crouch to avoid being wacked by gunfire and worse. [D] up lets me enter of hide in doors. And should I get there, it also lets me move behind nets in level 7.

Oozing 9mms

Then there's a music option, with a cassette interface, so's I can play all the pretty tunes I'm gonna hear once I get started. Cute. Tunes are great, but who's got the time to watch a bunch of geeks performing for you anyway when the whole world's coming apart?

Quality of the graphics is AI and the music's a treat

Time to start. Just me, 'Albatross', going it alone. Maybe I'll bring Leila in later. If she dies, she stays damaged and out of it till I reach a continue point, then she's okay again.. 'Least HQ provides passwords every time a round's completed.

Gimdo's pug-uglies are the usual assortment of terrorists, have to watch out for them sneaking shots at me from doorways. The report says they're also equipped with bomb bowlers, bowling-balls that explode on contact (okay, I'll jump over 'em).

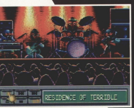
Then there's roach rollers (no joint venture, this), specially-bred creatures who live in the sand. They erupt from hiding and try to roll you flat. Says here that three shots will do it. Great, I just KNOW they'll stand still so I can shoot 'em!

Check out my weapons: 9mm of course, but I'll need something tougher, like a submachine gun or flamer, perhaps the six-pulse laser shot cluster. Might be useful against the humanoid mutants Gimdo uses for defense, grey enemies that crouch and shoot. That ain't funny because I can't crouch low enough to avoid being hit. Have to take 'em out fast.

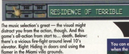
Shooting up

And so with a backwards wave to his fashionable and overpriced apartment, our hero takes off an an 8-megabit adventure to save the world.

There are things to discover and pick up that







The music selection's great — the visual might distract you from the action, though. And this game's all-action from start to... death. Below: there's a vicious fire-fight around level 10's elevator. Right: Hiding in doors and using the flamer in the Miami villa grounds.

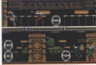
A tip from Leila and 'Albatross': inside the Villa avoid the pipe ducts because goons pop out of them. Never get caught under two pipes, if you die, you restart right there and odds on the same guys who killed you will reappear and do it again before you can move out of the way.

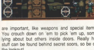
Bottom picture: guys dropping bombs often hide high up where they can't be reached by jumping or easily by a bullet (there are places where you just can't jump at all as there's nothing to grab hold of). Try to find a place where you're as high as they are — even if it means going back and away from him. Remember, a bullet can go a long way...

Don't hoard ammo - better to run low than be dead!

The Villa's end-level metal man — nasty!

You can escape detection sometimes by hiding in the shadows of a door or archway, but when the going gets tough, a multiple-blast flame-thrower's always a good friend...





are important, like weapons and special items. You crouch down on 'em to pick 'em up, some lying about but others inside doors. Really hot stuff can be found behind secret soors, so be on the lookout!

If both players enter a room at the same time, they share whatever goodies are found inside. Finally, running into an enemy — dangerous as it is — has powerful repercussions. You start flashing, and while you're in this state, you're invulnerable.

The screens scroll left to right as you progress, with obstacles getting in the way, things like boxes and walls. That's why you gotta be able to jump up to bannisters and second-storey floors of buildings.

And you need to jump! The bad guys get around A LOT, plenty of them and they're a bit too smart for the average player. Some appear from the same location al the while, and you *can* anticipate the movements of some from what their like-coloured brothers have done before — but they keep showing up in ever increasing numbers!

The animation is not only smooth but realistic. The baddies turn their heads searching for you (hide in the shadows to avoid detection). And they almost all have weapons of some sort, guns or bombs, and what do you have most of the time but a puny 9mm. Not to mention that your energy level never builds up — no invulnerable mode here.

The music's an absolute treat (ignore Albatross' moaning of the video bar where all the tunes are presented). Music builds momentum, which is what this game's all about. Sound FX are absolutely great, plenty of noise and digitised sounds.

The music sets a tone of urgency, matched by having to watch over your shoulder at all times and never knowing where that next leap may take you.

Wacking off

Levels — plenty of 'em. Starting out at the entrance to Gimdo's Miami villa, and then working deep inside. From there it's off to parts unknown, including the land of the burning sun and hot sand.

There seems to be a lot going on under that sand, some 11 levels in all. Expect to spend a lot of time where the son don't shine. And don't get too cock-sure, some areas are so terrorist-infested that you'll be lucky just to stay alive by ducking!

The backgrounds are also great, taking advantage of the parallax scrolling to show foreground/background with a 3-D effect without making it such an issue that it pulls power away from the gameplay.

Scrolling occurs in all directions — the game allows returning to just about any point already reached. There are times when the action's forced vertically, and must be followed up or down before continuing horizontally.

In many ways *Rolling Thunder 2* is superior to the first for the Amiga computer, which was certainly no slouch. Quality of the graphics is A1, the characters aren't huge, but they're well defined and stand out from the backdrops. There are also end-level bosses — huge and powerful. Just don't be a wimp and you'll get them all. When it works, it works. And on Mega Drive it *really* works on *Rolling Thunder 2*.



You gatecrash a party at the Villa





The band in glorious technicolor. Well, almost!

MEGA CD cd

Advance Play!

Yo! Get down, get funky! PAUL 'Sex Machine' MELLERICK hits the bass to the Funky Horror Band.



PLANET WOODSTOCK: FUNKY HORR

Great! A Mega-CD game called the *Funky Horror Band*! This is *bound* to have a load of great tunes to show off. But what about the game?

FHB (come on, if I kept saying 'Funky Horror Band' this review would be five pages long) is a RPG with a *weird* scenario. The FHB are intergalactic travellers who commute between various galaxies playing those funky tunes wherever they go. While passing Earth their ship develops serious problems (ie, it stops working) and crashes spectacularly.

Only one person sees the crash, a little boy who sprints to the rescue. Fortunately there are no casualties and the boy takes the FHB back to his house.

Superb graphics and sound introduce the band

Instrumental break-in

After chatting for a while, discussing civil rights, the ozone layer and other small talk, the FHB decide they'd like to play a song for the boy. But no, shock horror (pun intended), they left their instruments on board the ship! The little boy decides to help, but first he needs to get out of the village.

Easier said than done, matey. To get out you must first learn the tune that gets you past the guard. Few people know the tune and they're reluctant to tell you.

Once outside the village, make your way to the ship... to find the instruments have been stolen! But you do find a bracelet.

Returning to the village, you're greeted by the Elder, who tells you the bracelet belongs to somebody from a nearby village. You must retrieve the instruments and save the day.

Bad Mega-CD music?!

Like it or not, it's a fact of life that the vast majority of Mega-CD games will be RPGs like this one. The scope for added large, scene-setting graphics, stills and sound effects make them perfect for spicing up RPG atmosphere.

FHB starts with a brilliant intro. Superb graphics and sound introduce the band as they play one of their numbers, 'Let me dance, let me bop' (great songwriters, these). The scene's almost like a promo video. Then the ship crashes and the boy runs up to the wreck.

The first thing you notice of the game itself are the abysmal graphics. The sprites and backgrounds are very MS and things get no better



Down the steps, there's a good lad. Wot no elevator?



Strewth! When they said craters I thought they meant Paul Mellerick's acne!!





OR BAND

once outside the house.

The village grounds are sparse with very little colour and the characters you encounter seem to be Alex Kidd's relatives (ie, BIG head, small body).

The worst thing is the sound, terrible MS ditties and no effects at all, except for excellent speech. We deserve much more than this on Mega-CD.

Gameplay-wise, I have to come clean: we have no idea. All the text's in Japanese, and although I managed to strike up conversations, I didn't know what they were talking about.

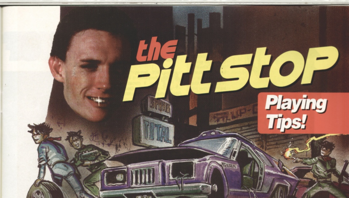
I can't see anyone but Japanese students playing this. Wait for the official release (if it comes) and I'll let you know if English speech and text reveals a dazzling RPG.

PAUL

Supplied by MEGACOM Distribution, Nottingham (0602 475151)




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This month: short of tyres and hubcaps for that extra spurt when needed? ADRIAN PITT's yer man, then (well he must be somebody's). You know he's good, coz he's got grease under his finger nails from scraping tips out of cartridges.

Aren't you lot good to me? Over the past month the Pittstop workshop's been inundated with tips, cheats and hits by the sackful. You all deserve to be famous — but there isn't the room!

Never mind, if you've sent me anything weeks back, it still may get printed. What with our funny deadlines and the strain on me fingers typing them all in, chance is that they'll appear soon.

Artistic bods, take note: I'm still on the scrounge for BIG COLOURFUL MAPS, so get crackin'.

£150 of software to be won!

This month's cheats-par-excellence are **Rita Guinness** from Newcastle-under-Lyme for her plethora of MD tips; **Will Perney** from Prees, near Whitchurch in Shropshire for MD *Shadow of the Beast*; and **Patrick Baigent** of Hayle, Cornwall for *Dragon Crystal* stuff on Game Gear. Well done, game-freaks one and all.

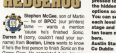
But you too, yes YOU, could be famous and game-wealthy with a partly used, one-owner-only £50 game voucher. I've got three a month for the best in game chicanery — and don't forget those maps, think I've got the time to do 'em?!

Write to: **PITT STOP, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW — and do it now!**



SONIC THE HEDGEHOG

Stephen McGee, son of Martin — he of **BPCC** (our printers) fame — wants a mention 'cause he's finished *Sonic*. **Darren H** (sorry, couldn't read your surname) from **Boston, Lincs** wants to know if he's the first person to finish *Sonic* on the Game Gear. He completed it on January 25. Have you done any better?



SONIC THE HEDGEHOG

Those MS *Sonic* tips keep flooding in. This one's from **Paul Desrosiers of Barry, S Wales**.

On the airship level (final level), don't walk straight on when you arrive. Instead fall off the airship to the left to land on a moving platform. This takes you to a ladder; climb up for an extra life. Jump off to the right. You'll land on another platform and should find the emerald.

■ **GOLFMANIA (MS)**
If you're not exactly Arnold Palmer when it comes to golf, try this cheat: to take a shot again, press reset while the ball's in the air. Select the same game you were playing then continue mode.
Austin Stack, Co Dublin

■ **GAIN GROUND (MS)**
Hold down [1], [2] and up when you turn the System on. Keep them pressed to find the hidden options screen. You can select each level and stage and have ten team members.
Austin Stack, Co Dublin

■ **BLACK BELT (MS)**
For unlimited lives, push button [1] to start the game and hold it down while the red screen's on. When the black screen appears, release the button quickly and hold down Reset. Riki the ninja appears at the top left of the screen. Walk across the top and fall over.
Chris Brown, Haverfordwest

SHADOW OF

Will Perney from **Prees** in **Shropshire** is a flamin' expert when it comes to this ace game from **Electronic Arts**. Fifty smackers are yours, Will, for all your hard work.

From the start, run left through the forest to a door in a tree. Go through it. If you go past the door, you'll be swallowed up by a large black hole.

The tree leads into the underground labyrinth. Go right and jump over the flame appearing from behind. Continue right, avoiding the tree roots. Ignore the ladder and jump the gap.

Go right, fall down, move right, fall down again. Climb down the ladder to your right. Now go right, down, right, down, right, down. Go left and climb down the first ladder you come across. Go to the far left (ignoring any ladders) and kill nasties you meet on the way.

Jump the gap at the end and collect the key. Now fall down the gap and run right. Collect the full strength potion and kill the two snakes. Carry on right and climb all the way up the ladder, then go right, up, left, up, left, down and continue left.

Kill the nasties then prepare to meet a demon. Walk right and punch his ball nine times to gain the plasma bolt. Don't forget to crouch every time he breathes fire.

The bonecrusher!

Go right and walk into the teleporter. Now go up, left, up, right and prepare to meet yet another beastie, namely the huge bonecrusher. Stay where you are and press fire repeatedly. It takes ten hits to kill him.

Head right, kill the nasties and avoid the huge spikes. Go up at the first opportunity, then go left until you find a switch. Hit it so that it points downwards. Go right, up, then go left and pick up the key (watch out for the wasp). Go to the far right and punch the oil drum for some much needed strength.

From here, go left, down, right, down, right, up. Jump over the snail, down, left, duck under the lizards (don't try to kill them or run past them — you can't!).

Go down, jump over the slug and fall down (if you climb down, the slug will get you!). Go right, dodge the skulls, continue right and collect the full strength potion. Go left and down. Now go right, down, left and punch the skulls.

Continue left, down, kill the crawler, down, left, up, left, down, kill the ghost, up, right and collect the power punch potion (the switch you hit earlier disabled the force field). Go left, all the way down the ladder, right (avoiding the rocket engines) and get ready for yet another massive meanie!

This time it's a red rhino. Run straight up to it and punch like crazy. You should



only use a few units of strength. When it's dead, go right, through the door and climb up the well shaft.

It's a toughie

The next section's really tough. It's a case of learning the enemy attack patterns and the best way to defeat/avoid them.

Punch most enemies when they're at arm's length. Never let them get too close. You encounter demons, bats, spikes, eyeballs, beetles, dragons and huge hands.

Punch pillars to reveal strength potions.

When the castle comes into view, don't go through the door, run to the right and collect the torch from the wall, then go left and into the castle. From the doorway, go left, up, right and avoid the mines dropped by the spaceships.

Kill the two blobs, go right, down, kill the snake, right, up (move quickly to avoid the squidgy blobs). Go left, drop down, left, kill

THE BEAST

the blob and avoid the cascading swords. Now climb up the ladder.

Head to the far right, destroy the chest and collect the spanner. Go to the far left, collect the strength, kill the ghost, go as far left as possible and collect another strength potion. Go right, down, left and again pick up the strength. Continue right, duck under the axes, down, right, then fall down.

To the bridge, pow

Go left across the bridge, down, right, down. Go to the far left and collect the gun from inside the chest. Go as far right as possible and use the spanner to switch off the force field.

Go up, left, fall down, left, up, right, down, left andshoot the torpedoes. Now down, right and prepare yourself for the three-headed dragon.

If your timing is good, you won't lose any strength. As with the bonecrusher, stay where you are and shoot like crazy. Only the bottom head will cause problems. Jump up as soon as he opens his mouth.

After you kill him, you'll find yourself back outside the castle. Keep running right and kill any nasties along the way, using flying kicks to kill ghosts and bats. Destroy the gravestones to reveal extra strength. Now for the final challenge...

Stay about two inches from the Beast Lord's foot, then his chain won't harm you. Run backwards and forwards hitting his toenail in bursts of three at a time. After a while, he should kick the bucket and you've finished the game! Phew!!





ALEX KIDD IN HIGH TECH WORLD

Antony Reynolds from **Stockport** tells me some of the clouds on the ninja section are yellow. Shoot them five times to reveal a box worth 200 GPs. A couple more tips for *Hi-Tech World*, from **Ian Winn** in SEGA FORCE land: The code to get you to the woods at 12:46 pm is **GWIUkKhHNV**.

To get the travel pass, go to the antique shop and buy the back-scratcher for 1000 GPs. Wait until the clock says 2 o'clock and enter the hamburger shop. Here you receive 1000 GPs. Go to the checkpoint and the guard will let you pass. Alternatively, go into the first room past the fortune teller and pray to the gods 100 times.

RETAINER "PRINCE ALEX.HOW MAY I BE OF SERVICE TO YOU?"

RITA'S MD TIPS BONANZA!

Rita Guinness from **Newcastle-Under-Lyme, Staffs** would like it known that because she's female it doesn't mean she doesn't enjoy playing games and reading SEGA FORCE. Well Rita, your plethora of Mega Drive tips have just won you 50 quid!

■ To reach the final stage on **Devil Crash** with 999,999,900 points, type the following code: 5VENAXUEMN. All you have to do now is defeat the Demon King.

■ To select the Easy Mode on **Gynoug**, place the cursor on GAME LEVEL on the Options Screen and press [A], [B], [C] and Start all together.

■ To get straight into the last round of **Arnold Palmer's Tournament Golf** in first place, enter this code:
OMHE2VFC4gVURaOUjdq
KUD6vygcUAAur-bgv

■ For the world championship play-off between New York and Milwaukee, enter the following code on **Super League Baseball**. If you win, you see the end screen!
KUIhnopIkEWmQLcXFsDEIw

■ On **EA Ice Hockey**, for the final (best of seven) between USSR and the USA (with a lead of 4-2), enter code:
HKT82Y93JDB7G435

■ To get to level five on **Road Rash** with loads of money and your choice to buy the Diablo 1000, enter this code:
C5686 086B1
0319A 56QND

For level five with the Diablo 1000 and $21,900 enter:
A568608401
11GHT57DOD

■ The code for level eight on **The Immortal** is: Eo11F730178e1

To finish the game, go to the pit (this is the dragon's lair) and fall down. Select the Blink magic using all six spells. Select Fire magic. Hold up the amulet (don't read the runes). Select Statue magic but don't use it more than three times. Select Sonic spell. Select Statue spell and use it twice. As the skeleton flies at you, use your last Statue spell. To get the amulet, use the Magnetic spell.

■ **MERCS (MD)**
On level eight of Original mode, shoot the doors with soldiers coming out. When no more appear, you can go through to the shop and buy things with just one medal! Calum Stewart, Sterling

■ **NINJA (MS)**
Your help is needed. David Shepherd from Kilmarnock has got past the second level of this MS game but needs the five green scrolls to get to the last tage.

MISSION 2 SCORE 0840 TIME 189 LIFE 01

DYNAMITE DUX

Thanks to **Kevin Dallas** of **Scunthorpe** for these handy hints to find a bonus stage and hidden areas. BONUS STAGE: At the start of the game, there's a bald man wearing glasses. Jump on his slaphead (!) then off again, while pressing buttons [1] and [2].

HIDDEN AREAS: When you kill one of the bosses at the top of the street, a road block appears at the bottom, then disappears at the top. You can now explore several hidden sections.

DRAGON CRYSTAL

VOUCHER WINNER! £50

Make way for a *Dragon Crystal* expert! Everything you ever wanted to know about it but were afraid to ask! **Patrick Baigent** from **Hayle** in **Cornwall** wins a MEGA £50 software voucher.

The most important thing is to get a good title. To achieve this, search the whole of every level and kill all baddies before transporting.

Make sure you have a Bless Book handy, just in case you pick up any cursed equipment. Shift Books are useful for getting out of tight situations.

Continues at the start at £400 but go up to a few thousand so don't rely on them too much.

Every time you play, the different coloured books, rods, pots and rings change, so make sure you check them all at the start; if you're stuck with a low stamina level, you won't know which colour pot to use.

Use Bless books to get rid of evil Curse rings.

Be careful in later levels,the monsters start getting really nasty.

Red Eyes: turns your sword into a dagger
Yellow Snails: takes your title down one place
Ice Bars: makes you dizzy
Golden Trees: reduces power
Sand sharks: steals food
Red snails: lose strength
Blue eyes: turns your armour into a robe

What the pots do:

Wither: decrease your stamina
Slow: slows you down!
Cure: rid you of curses
Fog: make the screen misty
Reflex: makes your PW increase
Freeze: paralyse you
Min heal: heal a little
Mid heal: heal more
Max heal: full healing power

What the books do:

Blank: does nothing
Bless: cures curses
Blade: increase your PW
Nordust: increase your AC
Fuse: makes you dizzy!
Shift: moves you to another part of the level
Map: reveals the whole level
Potion: turns all your potions good

What the rods do:

Time Travel: goto next level
Wind: blow away enemies
Flame: burn enemies to a crisp!
Flash: maim
Spirit: an enemy appears in front of you
Drain: swaps stamina with an enemy
Thunder: burn enemy rings

What the rings do:

Ogre: increase PW
Shield: increase AC
Food: heal
Magic: gives energy
Sight: gives better sight
Heal: heals!
Cursed food: lose food
Shift: like Shift books, only they keep moving you

PERSONAL CONSOLE EXPERTS!

Shane Adams and **Tom Mooney** from **Redditch** reckon they're SEGA FORCE's 'personal console experts'. Well lads, let's see if you live up to your reputation...

Afterburner (MD): To choose any level between one and 20, press [A], [B], [C] then Start.

OutRun (MS): When driving, always take the right-hand turns for a faster time.

Ninja (MS): To get loadsa lives, use a rapid fire unit and go to the first tree on level one and tape or hold down button [1] for about ten minutes!!

■ **CASTLE OF ILLUSION (GG)**
When you go through the middle door and meet the first clown, there's a ladder. Instead of going up it, pick up the block, throw it near the toy train and jump onto a cloud of smoke. This takes you to a new level.
Eve Pettenuzzo, Barking, Essex

■ **PENGO (GG)**
Hold up and left or right, hold down [1] and [2] and press Start. This allows you to start the game at any level and up to seven Pengos.
Graham Jones, Essex

■ **MARVEL LAND (MD)**
If you want to get right to the end of the game, just enter TRIDENT on the password screen.
Brian Lewis

■ **WRESTLEBALL (MD)**
To get four extra teams, hold [B] and down at the same time on the team select screen. Wait four seconds and the teams should appear.
Brian Lewis

PAPE

That sexy vixtress at **US Gold**, **Ms Danielle Woodyatt** has sent in an extravaganza of tips for this corker of a game. Don't despair, I'll print the rest of 'em next ish...

The aim of the game is to successfully complete one week of newspaper deliveries. A good ride will get your name onto the high score table.

There are three difficulty levels to choose from, EASY ST, MIDDLE RD and HARD WAY. The game becomes more difficult as you progress through the game, more obstacles introduced day by day.

Your route's mapped out for you before you commence each day's delivery round. The bright coloured houses you **must** deliver to, or they cancel their subscription. The dark houses don't subscribe, but break their windows and they change their mind!



You restock your delivery bag by riding over the piles of newspapers scattered en route (watch out for the buggy here — hit it and you lose a life!)

These lawnmowers move in a regular pattern. With forethought you can avoid them.

Score points by successfully delivering a newspaper to either the Welcome mat or the mailbox.

These lawnmowers are more difficult to avoid — race past them before they hit you!

Congratulations! You broke a non-subscriber's window on Tuesday and…

Road driller! (Would you ride into a pneumatic drill?!)

…he's a subscriber again on Wednesday! (More bonus points!)

Breakdancer — dangerous to hit, but worth slowing down to take a look!

In the bottom right of the screen is an indicator showing how many lives you have left and how many newspapers you have in your delivery bag.

This Dream Machine moves fast — cross the roads carefully!

■ **CASTLE OF ILLUSION (MS)**
I've had a letter from D Carter of Hull who describes themself as 'an aged-parent'. The problem is the chocolate bar guardian and how to get past it. Your help would be most welcomed. Save an old codger from going loopy!

■ **ALTERED BEAST (MD)**
Press Start when Game Over appears then wait for 'Altered Beast' to appear on the title screen. Now press up, down, left, right and Start together. You reappear on the level where you died.
Louisa Watts, Dover

■ **ACTION FIGHTER (MS)**
Try these passwords: HANG-ON, GP-WORLD, SPECIAL.
James Hinnells, Ashford, Kent

GOLDEN AXE

Fancy getting 30 lives on this classic game? Follow this cheat from **James Anderson of Hollingworth, Cheshire** and you won't go wrong.

Select one-player arcade mode, then hold down the bottom-left diagonal, [A] and [C]. Let go and nine continues are yours!

Hold down [B] and Start and press left. A number appears on screen. You can now select any level.

JAMES POND II

I reckon this is a well wicked tip, courtesy of **Anthony Evans** from **Mid Glamorgan**. Follow his advice and there's infinite invincibility to be had on *Robocod*.

At the start of the game, there are five items on the roof next to the tower: a cake, a hammer, Earth (globe), an apple and a tap. Collect them in that order. If you take the initial letter of each object, they spell the word CHEAT!

However, don't collect any armour, 'cause when it wears off, you won't be invincible anymore. You can still get crushed, but it doesn't matter if you get the poison.

Hot on its tail is similar tip from **Craig Heary** of **Dundee**. On the sports level, cross over two sets of spikes and find one large tennis ball. Collect the items in this order: Lips, ice-cream, violin, Earth, snowman. This allows infinite LIVES!

HANDY ANDY!

The following bunch of tips come courtesy of **Andrew Moore** from **Flackwell Heath, Bucks**. He certainly knows his stuff!

Captain Silver (MS): Push UP and press both buttons together to continue where you died.

■ **World Soccer** (MS): When you kick off, press button [2] and wait until the ball arrives at the arrowed man. Press [1] and you have a shot with only the goalie to beat.

■ **Ninja Gaiden** (GG): Level codes: Ninja-Level 2, Giden-Level 3, DRGON-Level 4, SWORD-Level 5

■ **Wonderboy** (GG): Press DOWN and Start on the title screen, then push UP to choose a level.

■ **Fantasy Zone** (GG): All the hamburgers on the first level are always big coins worth 1000 gold pieces each. The shop appears when you get 2000 points.

SUPER KICK OFF

Martin Pask from **West Dartford, Kent** is a football fanatic. He sent in these tips for *US Gold's* ace Master Blaster.

Ways to score: Smile warmly, casually walk over, offer to buy her a dr... Oh, to score a *goal*, run down the centre of the pitch and before reaching the edge of the area, chip the ball and run onto it. Head it past the goalkeeper.

Corners: To score nearly every time, leave the control pad in the middle and keep button [1] pressed. The ball travels into the centre and a player will score into the net.

Free kicks: The only way to score from free kicks is it to leave the ball on the corner of the area and push diagonally up. The ball should enter the top corner.

Scoring from the centre: Chip the ball straight from the centre, run after it, let it bounce, chip it again, run after it, then head the ball on the goal line.

STREETS OF RAGE

Calum Stewart from **Stirling** tells me his destiny lies in bringing happiness to the world and supplying SEGA FORCE readers with hints and tips.

Calum writes: 'Tell Paul Mellerick he'll hurt his ears and his brain cell (notice the singular! —Adrian) listening to rubbish. Try **Aerosmith** and **Iron Maiden**, Paul!' You sound like my kinda guy, Calum! Anyway, here's his cheat...

If you find yourself running out of continues, press LEFT, LEFT, [B], [B], [B], [C], [C], [C] and Start. Always choose Axel; he's easily the best.

DARIUS 2

Brian Lewis of **Rayleigh, Essex** sent in this ace cheat. On the title screen, press the following combinations:

PLAY DATA: [A], [B], [C], [A], [B], [C], [A], [B], [C], [A], [B], [C]
LEVEL SELECT: [C], [A], [C], [B], [C], [A], [B], [A], [B], [C], [A], [C]
SPECIAL MODE: [C], [C], [C], [C], [C], [C], [C], [C], [C], [C], [C], [C]

■ SPACE INVADERS '91 (MD)
On the title screen, press and hold buttons [A] and [C]. Press Start to fade the title screen. Now press [B], [A], [C] for the level select screen.
Mr Lewis, Essex

■ ROCKY (MS)
Before and after a fight, press up, down, left, right and [2] to go onto the next round. You can reach the end without sustaining any damage.
Lee Gregoriades, Guildford, Surrey

■ TRANSBOT (MS)
Fiddle with your control pads until the secret command screen comes up. Then choose 'no' when asked a question. You're now invincible and finding weapons will be easier.
Philip Cooper-King

■ ALEX KIDD IN MIRACLE WORLD (MS)
We're all a bit perplexed by the puzzle room in this game, especially Paul Mills from Boston, Lincs. He writes: 'After turning Janken the Great into a pile of stone, I found the puzzle room but have so far been unable to work it out.' Can any of you lot stop Paul from going insane?

STRIDER

This one takes me back! Paul and Claire had to review it when they came for a job interview at SEGA FORCE Towers. I seem to remember they both thought it was a load of old... Anyway, **Anthony Horrigan** of **Golborne** in **Cheshire** sent in these tips for those of you still mad enough to play it!

Stage one

On stage one, kill the mosquemen and collect the robotic gun. Press button [1] to use the gun and duck to avoid enemy bullets. Cartwheel over the large gaps and head for the Mutant Nova.

Quickly walk under the ledge where he stands and press button [2] to hang underneath. Wait for him to roll and keep pressing [1]. Wait for the flames to drop. Go up, shoot the guns with the plasma sword.

At the laser, wait for the beam to fire in the opposite direction and get as close as you can to the emitter. Duck and keep pressing [1]. Go down the gap.

Kill the men using the duck and fire procedure. To kill the metal reptile, stay on the sloping ledge and fire when its head is close to you.

Stage two

Kill the wolves and jump on the ledge for the extra life. To kill the huge beastie, shoot his hand then duck before he punches.

Go up, kill the robot. Find the incline, jump over the mine and cartwheel twice to avoid the others. Jump over the gap and go up.

Jump on the ledges, right, left, right,

onto one helicopter, then the other. Kill the soldier by pressing [1] while jumping.

Jump onto another helicopter and onto a ledge. Avoid the bullets by doing cartwheels toward the soldier. Press [1] to kill him.

Stage three

Go right and press button [1] to destroy the first gun. To blast the second, walk then duck to avoid all bullets. Stand and hit the gun. When you see a gap then a ledge, jump on the ledge and walk left. You should now be on flat ground.

Go right and kill the mosquemen. Grab the robotic gun and use it to destroy all



floating weapons. Dodge the bullets. Fall through a gap and press [2] when on the Ballog ship to go faster. Press right/left and button [1] depending on which side you're on.

When the ship's destroyed, you fall downwards. Quickly go right, duck and hit the captain. He kills you once, but fire continuously to destroy him.

Stage four

This one's tricky. Jump onto any ledge and find your way to a dinosaur, killing Amazon warriors en route.

To kill the big bleeder, go behind and hit its back. If it turns, cartwheel over it and fire again. When it's dead, proceed right and you meet another boss. He's hard to defeat; try hitting his head.



Phillip Ash from my home town of **Wolverhampton** reckons we don't have many cheats for Game Gear owners. Well, seeing as I'm bound to bump into you around the Mander Centre, Phillip, I'd better print some of those you've sent in, hadn't I?!

Chase HQ: In round two, if you continually bash into the oil barrels on the side of the road, there's an extra continue.

Super Monaco GP: When taking corners, let go of button [1] and press it rapidly. This way you stay on the track while keeping a constant speed.

Shinobi: For a sound test, push up on the pad and press Start.

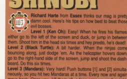
There's an extra life in the second part of the woodland level. Go to the top of the tower, where the pole sticks up in the air. Stand on the right of the pole facing left, jump up and fire. A 1UP will appear.

The best order in which to tackle the levels is: Highway, Harbour, Valley and then Woodland.

■ FACTORY PANIC (GG)
For extra lives, let your time run down to 100 and collect all the stars that appear on the conveyer belts.
Lee Greg oriades, Surrey.

■ BATTLE OUT-RUN (MS)
To select any level, turn the power on while holding [1] and [2]. When the title screen disappears, let go of the buttons and press [1]. The up and down keys enable you to choose any level.
Tony Roberts

■ GANGSTER TOWN (MS)
When you die and your hat flies off, shoot it to continue from where you left off.
Tony Roberts, Liverpool



SHINOBI

Richard Harte from **Essex** thinks our mag is pretty damn cool. Here's his tips on how best to beat those evil bosses.

Level 1 (Ken Oh): Easy! When he fires his flames, either go to the left of the screen and duck, or jump in between them. Shoot him in the head six times and hey presto, he's dead!

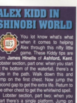
Level 2 (Black Turtle): A bit harder. When the ninjas come bouncing along, just dodge 'em. As the helicopter hovers down, go to the right-hand side of the screen, jump and shoot the dashboard. Do this six times.

Level 3 (Mandara): Very hard! Push buttons [1] and [2] simultaneously, so you hit two Mandaras at a time. Every now and again move back. Once you kill them all, a face appears on the right-hand side of the screen. Time it so you jump the fireballs and shoot him in the eye. Do this about six times.

Level 4 (Lobster): Easy peasy! Just shoot him in the head, but don't get too close, or he chops you with his sword. Do this about seven times.

Level 5 (Masked Ninja): The ninja comes in different forms. The first has a shield which flashes on and off. Hit him when the shield's off. Keep your distance or he electrifies you!

He could appear with a whirlwind of knives around him. Crouch, and when he comes close enough, kick him. The knives go right past. Do it four times. He also arrives as a multiplying ninja. When he jumps he leaves a shadow which attacks you. Hit the real ninja so he doesn't get a chance to multiply. Do this four times. Next, a very fast ninja. He runs and bumps and kicks. Jump over him then kick rapidly about six times.



ALEX KIDD IN SHINOBI WORLD

You lot know what's what when it comes to helping Alex through this nifty little game. These Kiddy tips are from **James Hinells** of **Ashford, Kent**.

Lobster section, part one: when you start at the bottom of the waterfall, there's a hole in the path. Walk down this and jump on the first chest. Now jump the second gap to get the extra life. Return to the other chest to get the whirlwind spell.

Lobster section, part two: when you start there's a single platform. Jump on this and jump back at the wall on your left. There's a special shortcut. At the end of the shortcut, there's a rope. Swing on it and throw a fireball to the right. There's a secret room.

On Hanzo 1: there's a pit just before the treasure room. Go down it, drop under the bar and crab-walk to the right to get the treasure.



SPACE HARRIER

Another tip from **Kevin Dallas**, this time for this ace shoot-'em-up.

Extra continues are gained by moving the control pad UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, DOWN, UP, DOWN and UP on the title screen. Kevin says if you can play *Space Harrier* you're better than his friend John, who's completely rubbish at it!

GHOSTBUSTERS

I've had loads of requests to print cheats for this fairly average MS game. So stop your moaning!

Thanks to **Steven Lindsay** of **Cleveland**, **Shane Adams** and **Tom Mooney** of **Redditch** and **Stephen Glover** of **Bebington, Merseyside** for these tips.

Enter you initials as **D N** and enter the code **3158279632**. You will have $50,000-plus.

For those who haven't quite got the hang of killing the Marshmallow Man, go to the right pillar and when he jumps left, press up.

Enter you initials as **A A** and the code **1173468723** for $1,475,800. Just wait, don't go to any calls and only buy ghost bait. Kill the Marshmallow Man and wait for Zuel.







Win! Win!

A selection of Rhythm King records, 50 Image Works T-shirts, 50 Image Works watches, 50 Image Works keyrings, 50 BTTF3 T-shirts and 10 BTTF3 videos!

Who's got the key to the future? Yeh, it looks like those pastmasters of the game at **Acclaim**, now relaunching the famed **IMAGE WORKS** label with *Xenon 2* on Mega Drive and *Back to the Future 3* on Master System.

In both games time plays an essential part, otherwise you can't help Marty McFly get back to the future from the past where he went when he left the past past for the further future — if you get what we mean — and in *Xenon 2* without a sense of timing, you're dead!

So, to celebrate the re-emergence of IMAGE WORKS, we've got an amazing-value competition for you: *BTTF3*-style music albums, 50 *BTTF3 T*-shirts, 50 Image Works T-shirts, watches and keyrings, AND 10 *Back to the Future 3* videos!

All ya gotta do is answer the questions and write them on a postcard or the back of a sealed envelope and send them, together with your name and address to: **MY IMAGE WORKS! SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW.** Get them in before 16 April and the first 50 correct entries out of Paul Mellerick's over-sized baseball cap get deluged with Image Works' goodies. Then the first ten out on a redraw of the 50 winners get the extra Back to the Future 3 videos and record albums. Get going!

Your key to time goes on this keyring



Your key to time — get this lot right, NOW!

1. Name the director of all three parts of BTTF
2. Name the very famous producer of the films
3. Who plays Marty McFly in all three parts?
4. What's the Doc's full name?
5. What's the name of Hill Valley High's nasty school teacher?
6. Which character's always wanting to know if anybody's home?
7. The Doc's time machine-car is a DeLorean, but in what country was the production model originally built on which the film's version is based?


SEGA FORCE
THE FRIDGE



Advance Play!

SUPER FANTA

Mr Colour Coordination himself, ADRIAN PITT pays a visit to Menon, a planet where puce and green go hand-in-hand and the bigger your weapon, the better.

'A cutesy shoot-'em-up? It's not possible!' I cried. It pays not to be a doubting Thomas! SunSoft have managed to combine elements of a rough and tough 'blast everything in sight' game with arcade adventure overtones — pretty backdrops, technicolour sprites, toe-tapping tunes and oodles of objects to manipulate. And the strange thing is, the whole caboodle works really well!

On first appearances, 'impressive' is the word that springs to mind. Both scenario screens and demo last about two minutes, the story told in both words and animated pictures. And jolly humorous it all is, too!

Revenge is sweet

It's space year 623X and the inhabitants of Menon, a rather colourful little planet located in a solar system known as the Fantasy Zone, have noticed an incredibly strange, gravitating blob-like phenomenon heading toward their home.

A darker than dark force has plotted to conquer the Zone and, in the blink of an eye, an evil plan is put into action. Seizing the various towns and cities of Menon, these villainous villains (!) leave a trail of death and destruction in their wake.

One brave Menonian, Opapa, launches his own defence strategy but gets shot down by the bad guys. Motivated by revenge, Opapa's son, Opa Opa sets off on a brave mission to find the rapscallions responsible and restore law, order, peace, harmony and all that jazz to the Fantasy Zone.

It stands out from the usual shoot-'em-up

Super Fantasy Zone's a one-player game with high score feature and a fair amount of options. Difficulty level can be changed (easy, normal, hard), along with the number of lives (up to five), control method and rapid fire option. There are no continues.

Tulips from Amsterdam?

Sticking to tradition, you control the main character, Opa Opa, a wee multi-coloured spacecraft with legs!

Level one's set in the suburbs of Picknika, a once-green and lush place now filled with toad-stool-spewing tulips, balmy blue blobs and frenzied fish.

Shoot everything in sight! Tulips are most important: if all are destroyed level two's but moments away!

Certain creatures turn into gold coins when shot, some more valuable than others. Find the airship shop and spend, spend, SPEND!

Buy a jet engine, laser beam, shield or extra ship. Why not purchase rubber boots, twin bombs, a Thunder Volt or quartet missiles? Some of these are *special* weapons and used once only.

Buy until the coffers run dry and single out each weapon in the Parts Select section. Some ammo only lasts a short while, so don't get too cocky! A Select Airship pops up from time to time; here you can change your current weapons for others purchased earlier, if desired.

You can't have a shoot-'em-up without end-of-level beasties ('Oh yes you can!' 'Oh no you can't!' Cut it out, panto season's over! —Ed). Level one has a huge pumpkin to oust. His habit of spitting heat-seeking fireballs is rather annoying and his fetish for disappearing and reappearing without warning is akin to a nightmare!

A veritable kaleidoscope!

Whoever programmed *Super Fantasy Zone* has absolutely no idea of colour coordination! The backdrops are extremely garish — on level two, Kazarne has purple chimneys bellowing out thick black smoke. Very ozone-friendly, I don't think!

Not to worry, the tawdry colour scheme doesn't affect gameplay in any way. All sprites are nicely animated, Opa Opa moves really well and the screen scrolls beautifully.

The in-game tunes are ace! There's a different ditty for each level and a moody melody when big boss creatures appear. Sound FX aren't bad either, plenty of booms, bangs and blasts to ear-wig.

On hard level, *SFZ* proves quite a challenge. Those monsters come at you thick and fast! At



times, lives are lost fairly quickly, especially when confronting end-of-level meanies, which is where the lack of continues is frustrating.

Nice little touches like our hero being able to walk as well as fly, the shop airship and the weapon select facility make *Super Fantasy Zone* stand out from the usual shoot-'em-up.

Okay, so what if the colour scheme's destined to make Laura Ashley turn in her grave? I loved the game to bits and hope it's released in the UK very soon.

ADE

Just look at those chimney things. Hardly healthy now, is it?

A gyrating giant! He's definitely a tough cookie to crack!

SEGA FORCE ASKS: WHAT'S YOUR GREATEST FANTASY?

Paul: 'I've always wanted to meet the European Sega Champ, Danny Curley. Not only would I thrash the pants off him on my Mega Drive, I'd also have a heart-to-heart about Manchester United and ask him where he got the pattern for that lovely haircut!'

Claire: 'I dream of being stuck in the Empire State Building's elevator with Kevin Costner. The air conditioning breaks down and Mr Costner starts removing his clothing, slowly and seductively. All we've got to keep us amused are a hula hoop, a tub of peanut butter and a blow-up cactus. Sad thing is, Kev leaves his socks on! What a turn off!'

Adrian: 'I long for the day when my face appears more times in this mag than Paul Mellerick's. Nuff said...'



CH

Winter sports can be challenging but CLAIRE MORLEY gets her skates on and performs a perfect double toe loop! Unfortunately there's no figure skating section.

It's that time of year where the despicable among us are glued to our TV screen, hoping one of the alpine competitors will come a right cropper. I admit looking forward to a bit of gloating on a Sunday night with a nice hot cup of cocoa while watching neon lycra-clad athletes sliding down the side of a mountain at 80mph risking life and limb, all in the name of sport.

Not a great outdoors type myself — unless the temperature's well in the 80s — Mega Drive *Winter Challenge* seems a much more civilised idea. It features a good selection of outdoor events, and all except ski-jumping are against the clock.

A well presented game, training's available in all events before inviting your friends around for a thrashing! In a tournament, selecting characters is time consuming but arouses team spirit. Choose a nationality and an appropriate face to fit the competitor (a girlie in Paul's case).

Before battle commences, there's a jolly opening ceremony with birds and balloons. What, no women in bubbles?

A good package and lots of wintery olympic fun

Selective steering wins!

A short history of the event introduces each of the eight sports, and as you can see from the screenshots, a large portion of the screen is taken up with a bird's-eye view of the course and your location.

Steer the luge with left/right on the joypad. Unfortunately, this simple explanation sums up the entire event. I found that by making only slight steering adjustments it's possible to finish the course in record time. Perhaps competing in the tournament with a group of friends could increase the fun. To improve race time, the trick's to memorise the course.

The key to success in downhill skiing is to manoeuvre as little as possible. Follow the natural slope, keeping in the tucked position whenever possible.

The trouble is, your field of vision is limited so finding the route between flags could steer you into a lot of trouble. Degrees of white are difficult to distinguish and I found my success was more due to memory than skill.

However, the skiers are nicely animated and respond well to the controls. If you do come a cropper, the watching crowds sigh. Their pity won't improve your mood.

As cross country skiing is very much a matter of endurance, a computer simulated sport rather defeats the object. It's a race against the clock, but monitor the energy bar closely as towards the end of the course your progress slows considerably. Energy conservation is the key.

Manic button pressing!

As with the real bobsled event, much depends on the initial boost of speed. Slightly more technical than the luge, steering's essential and speed the name of the game.

A game of this type works well when played with friends after a couple of jars of the old amber nectar. As alcohol's not permitted in SEGA FORCE Towers (more's the pity!), I tackled *Winter Challenge* stone-cold sober — and to be honest, I didn't enjoy it. The game's nicely presented, the graphics are slick and colourful and animation's top notch. I may be a person who gives up easily but the events started to annoy me after a while. Some are too easy, others relatively hard. *WC* is best left to fans of wintery events, I reckon. **ADE**

WINTER CHALLENGE

Two-man bob sled is such fun! Ooh, watch out there's a nasty bend coming up! Brakes are for wimps and you're only doing 73kph anyway!

The opening ceremony is full of pomp and circumstance, with plenty of birds and balloons. But who snuffed out the Olympic flame?

Speed skating captured Paul's imagination, perhaps because the only real skill involved is how rapidly button [A] can be pressed. Great skating action and a nice starting sequence, but jump the gun twice and you'll be disqualified.

Giant slalom is much the same as the downhill, only with a tortuous, twisting course. Biathlon is much the same as the cross-country skiing, broken up by stops to shoot five targets.

A realistically unsteady hand makes targets more difficult to shoot; a missed target results in a time penalty. Quite a challenge.

Ever wanted to know what a ski ramp looks like on the way down? Here's your chance. Particularly useful here is the window view to watch your flight and give an idea when and where to land.

If you do well enough to get a gong, you'll be included in a short medal ceremony. Check on your medals on the results board and mock any friends who didn't practice as much as you!

Released to coincide with Olympic activities in the French Alps, *Winter Challenge* has immediate appeal and nice 3D graphics. All in all it's a good package and a lot of fun during a tournament.

CLAIRE

Try your skill at the giant slalom, being on the piste has never been such fun. Miss a flag and you're out of the competition!





- PRODUCER: ACCOLADE
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1-10
- PRICE: £34.99

SF Rating

91% PRESENTATION
- Lots of options with score screens.

82% VISUALS
- 3D graphics, good sprite animation

74% SONICS
- Slushy skiing sounds.

75% PLAYABILITY
- Events vary in difficulty.

78% LASTABILITY
- Eight events, repetitive gameplay.

80% FORCE
- A pleasing wintery sports sim, if your friends join in



Advance Play!



Use the hand icon to move the Chess pieces. It's your move you old duffer!

Here's the Chessmaster, he's a bit of a thickie on the easy levels.

THE CHESS MASTER

At last! A quality chess game with plenty of frivolous and totally needless gimmicks. CLAIRE MORLEY swaps some prawns with the Game Gear.

Chess, the ultimate game of strategy, has been played around the world for over 2,000 years. The same moves that stumped thinkers and thickies alike, from Einstein to Mellerick, are now brought to you in wondrous miniature on the Game Gear.

A well presented package, the instructions are direct and to the point, explaining the basics of chess without too much palaver. But as for the options... the sheer volume of them is a mind-boggling.

The Actions menu features loadsa options, with endless possibilities. Change sides with the Chessmaster, so wait until he's feeling smug and confident about winning then swop around to get some revenge!

Force the Chessmaster to make his move, giving him no time to think! Make a stupid move and you'll wish you could take it back. Well with this game you can! Get the Chessmaster to solve the mate and reveal how to beat himself. Daft old git!

Classic chess with mighty fine trimmings

If it looks like neither you or the Chessmaster can win, it's possible to offer a truce but he doesn't always accept. Use a code to save your game and reload when you're ready to do battle once more.

Deep thought

Chessmaster has a variety of settings; alter them to increase your chess challenge. In addition to a standard 13 skill levels, there are easy-peasy Newcomer levels strictly for beginners, and the Infinite level, where the Chessmaster thinks over his move until you force him to commit himself.

There are three play modes: against a friend, the computer or you can set the computer against itself. Teaching mode shows all moves and suggests a strategy. It's possible to rethink your game and retrace past moves piece by piece.

Other options such as Deep Thinking Mode, Opening Book (where the Chessmaster consults a book containing 150,000 chess moves), Coordinate Mode on/off, Chess Clock on/off, Touching Rule and position of white pieces are all variable.

Chess pieces are selected with a well-drawn hand icon but an illegal move won't get past the crafty old sod and he'll set you right in no uncertain terms. Speech synthesis is excellent for the Gear.

It's classic chess with mighty fine trimmings thrown in. Well presented and suitably user-friendly for novice and expert alike, it's the ultimate travel chess computer.

CLAIRE


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CHESS Based upon the most powerful chess playing technology from the laboritories of fidelity Electronics - the premier manufacturers of dedicated chess computers and the developers of the only UCSF Certified Master Rated (2325) Program. This is the most powerful chess game available!
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Plenty of dots to munch and ghoulies to avoid! Those Lego-type blocks are tricky to negotiate, try not to cut corners, you may miss the power pills.

PAC-MANIA **MS PAC-MAN** **PAC-MAN**

NEAT PAC-AGING

Who's the heaviest guy packin'? Who's leader of the pac? MARSHAL ROSENTHAL likes a good gobble and the little yella fella's now munching all over Sega.

Now anyone who doesn't know the tenets of dot munchin' must either be from another planet or just come into sentience. Okay, let's burn through the basics quickly. Gobble dots, move through those mazes, watch out for ghosts and power pills.

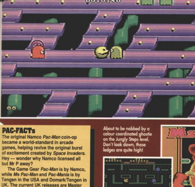
Ghosts kill you as they randomly move through the mazes — till they get wind of you that is! Power pills turn those ghosts into blue suckers that run for cover as you try to gobble 'em up for extra points.

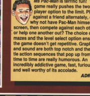
The 'Man has a lot of years on him, but he's still holding up fine, especially shrunken down now on Game Gear in *Pac-Man*. But it works well coz he's bright and colorful and the whole maze fits fine on the LCD screen.

Fast! Fun! And simply addictive! The Pac's are back!

Meanwhile, the 'Missus' and her 36 16-bit levels are just as attractive to play as ever. *Ms Pac-Man.* scrolls vertically between the top and bottom part of the action as you move about — it's a smooth effect and works well since the programmers had to stick with the rectangular TV. screen.

Now I'll leave Adey babes to discuss the Master System *Ms Pac-Man* and stick to the Mega Drive version of it and *Pac-Mania*.





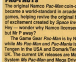
Ms Pac-Man is terrific fun! The game really pushes the two-player option to the limit. Play against a friend alternately, or why not have Pac-Man himself on screen, then compete against each other, or help one another out? The choice of mazes and the level select option ensures the game doesn't get repetitive. Graphics and sound are both top notch and the little action sequences that pop up from time to time are really humorous. An incredibly addictive game, fast, furious and well worthy of its accolade.

ADRIAN

PAC-FACTs

The original Namco *Pac-Man* coin-op became a world-standard in arcade games, helping revive the original burst of excitement created by *Space Invaders*. Hey — wonder why Namco licensed all but Mr P away?

The Game Gear *Pac-Man* is by Namco, while *Ms Pac-Man* and *Pac-Mania* is by Tengen in the USA and Domark/Tengen in UK. The current UK releases are Master System *Ms Pac-Man* and Mega Drive *Pac-Mania*.



About to be nabbed by a colour coordinated ghostie on the Jungly Steps level. Don't look down, those ledges are quite high!







Bundled up in a corner, the ghosts have seen the yellow vixtress comin'. There's no stopping her!



Here she is, in full glorious Technicolour. Ms Pacman herself. The 8-bit version is fast and addictive.

The great thing about *Ms Pac-Man* is that you can activate a Booster which speeds her up forever when you mash down on the [A] or [C] button (or you can have it always on). Then she dons a helmet —sorta like the one worn by the Flash, you know with the little wings on the sides — and zips along three times faster than normal.

There are also these speed lines emanating from her head at the same time. But don't get carried away because moving faster doesn't make you safer — in fact being too quick can be a little bit dangerous, you hang corners too fast and can't throw on the brakes so easy. But a girl's got to get that dancing fruit, so what can you do?

Pac-Mania places the mazes in a 3-D environment. Everything is angular perspective, sharper definition to the ghosts and yellow buddy who's



- PRODUCER: DOMARK
- GG: N/A
- MS: OUT NOW
- MEMORY: 256K
- PLAYERS: 1-2
- PRICE: £34.99

SF rating

86% PRESENTATION
- Plenty of options

91% VISUALS
- Exact arcade copy, excellent!

80% SONICS
- Nice toe-tapping ditties

93% PLAYABILITY
- Instantly playable, a classic!

91% LASTABILITY
- Nineteen levels and they're tough!

93% FORCE
- A spot on coin-op conversion



real ball-shaped now.

You're gliding over those dots this time — like a vacuum cleaner leaving no trail, but of course chased all the time. The power pills are still around, of course, but now there's the ability to leap-frog ghosts in the bargain. Unfortunately, there are levels where the ghosts also start bouncing off the ground.

While *Ms Pac-Man.* has little action sequences between mazes, *Pac-Mania* has these full-blown mini-movies. Also, the mazes (or Towns) of *Pac-Mania* are fixed, while there are variations for her in *Ms Pac-Man* that range from Mini to Large to Strange.

You can also jump stages here — but not for the fourth, the Jungly Steps level. While there's fruit for her, our guy can also grab non-moving items which stay onscreen for a short time — appearing in the same place that Pac-Man starts out from. There are sweets, too, which rack up points, but the favourite is probably the speedup pill which gives a brief burst of high speed.

Quality is excellent, great sound, nice quick response time on all three products. The biggest hurdle to playing all three games is that the Direction Pad just isn't as responsive as a joystick would be. So you have to anticipate your movies a bit, or you'll pass by that turn.

But you can't go wrong with this stuff and, considering the way these things go, pretty soon we'll probably see *Pac-Man: The Next Generation.*

A quick leap, then activate your Pac Booster to escape from those marauding spectres. A great additional feature on the Mega Drive version.

***Pac-Mania* — this is one helluva game! The graphics are excellent. Pac-Man is a huge beggar, not to mention the ghosts! The 3-D perspective is amazing and scrolling is excellent. The man himself is sometimes tricky to control, though, venturing, as Marshal syas, in the wrong direction if you're not quick enough on the pad. That aside, *Pac-Mania* is instantly playable and the degree of difficulty is just right. With four skill levels and 19 action-packed rounds, you'll be munchin' dots till they come out ya ear 'oles!!**
ADRIAN

In Pacman's Park the blue ghosts are as numerous as dogs being walked.

- **PRODUCER: DOMARK**
- **GG: N/A** • **MD: TBA**
- **MEMORY: 128K**
- **PLAYERS: 1-2**
- **PRICE: £29.99**

SF Rating

94% PRESENTATION
• Loadsa options, continues, two-player

80% VISUALS
• Basic Pac-type graphics, nice intros

71% SONICS
• Jolly tunes, nice and varied

93% PLAYABILITY
• Great solo, even better with a friend

91% LASTABILITY
• Loadsa levels, mazes, difficulty levels

92% FORCE
• Domark have yet another winner on their hands.

MEGA DRIVE md

VARIS SD

Advance Play!

Strawberry, vanilla, chocolate, banana — whatever the flavour, PAUL MELLERICK needs little prompting to lick a big cone.

Poor old Yuko. On the way to school, munching on an ice cream (ooh dear, ice cream at this time of the morning, what would her mother say!), and the cornet turns into a sword! Pardon?! Yes, her ice cream (a 99 flake with strawberry sauce) metamorphosed into a laser-powering sword. This would send most kids into a state of shock but our Yuko decides to launch a mission to rid the world of evil.

You control Yuko in this slightly mad arcade platform romp. Gameplay-wise it breaks no barriers — *Varis*'s strictly your average left-to-right scroller.

Yuko can run, jump and fire a special bomb weapon, but the latter can't be used against end-of-level bosses. An extra press of the jump button in mid-air causes Yuko to somersault upwards, useful against said bosses.

Suit yourself

Yuko searches each level, fighting a variety of creatures as she goes. Unlike most arcade adventures, no items are dropped when a baddy's killed.

The only way of upgrading your power is to finish a level and defeat a boss. You'll be endowed with a new set of armour and occasionally a new weapon.

Each set of armour has different capabilities, offering various ratios of control to speed; Valis Suit II's the best.

There are only five levels but the diversity's huge. The first level starts in an urban setting, then shifts to an underground cavern, then God knows where!

The level bosses are very imaginative. Level two's boss takes up over half the screen!

Choice words

Although the game's levels and baddies are great, the gameplay itself is very dull. Yuko moves okay and the first level's easy, but depending on your armour 'upgrade', the control system can get decidedly awkward.

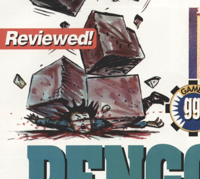
The collision detection's very suspect, and when hit you become temporarily paralysed. Depending on your position, this can trap you and drain life points.

The armour and weapon selection's good, but without pick-ups (besides the odd life icon and 1-Up) the gameplay's very stale.

Varis offers no new action and even platform addicts will only play it for a while.

PAUL





PENGO

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 128K
- PLAYERS: 1
- PRICE: £24.99

SF Rating

60% PRESENTATION
- Nice opening screen, or continues

59% VISUALS
- Samey, basic graphics throughout

56% SONICS
- Good tunes, slightly annoying

64% PLAYABILITY
- Easy to play, a fair challenge

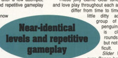
65% LASTABILITY
- 64 levels, some tougher than others

60% FORCE
- Only for ardent fans of the genre

If you feel a little reckless, p-p-p-pick up a PITT! ADRIAN, that is, who's met some fat birds in dinner jackets.

There seems to be a trend at the moment for GG games with loads of levels and very little playability. Initially, *Pengo*'s fun and mildly addictive. However, after a few attempts, the near-identical levels and repetitive gameplay try one's patience a little.

Tartix, the continent of snow and ice, is under threat from a gang of alien creatures known as the Sno-bees. They're melting Tartix's surface and threatening to drive the Pengo population to extinction.



To bee or not to bee...

Taking on the role of chief Pengo, you fling blocks of ice at the bees, smash their eggs before they hatch and make the surface shake, stopping them in their tacks.

Each level's composed of a series of ice blocks which form a mini maze. The aliens race around like there's no tomorrow, sucking up the ice with the Sno-bee equivalent of an Electrolux 567 wall-to-wall vacuum cleaner!

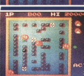
Shove blocks to squash the beasties, or likewise push button [1] or [2] when an unsuspecting bee's running against the maze wall, and you'll render him unconscious for a few seconds. Just time to run over the poor beggar and flatten 'im!

Penguin problems

There are 64 levels to *Pengo* but there's not much difference between them. The layout of the ice chunks change, more Sno-bees and alien eggs appear, but graphics are identical throughout.

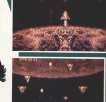
Those jolly Game Gear tunes we all know and love play throughout each act, and they *do* differ from time to time. A humorous little ditty accompanies a group of breakdancing penguins when an act is cleared. Later rounds are tougher, but not particularly difficult.

Slider has the edge over *Pengo* because at least the levels look and play a little different. There's a glut of slide-and-push puzzle games at the moment, *Pengo*'s a member of the genre I can't recommend. **ADE**



Adrian Pitt was feeling a right tit, so we pulled CLAIRE MORLEY free and got her to do some cosmic crushing instead...







It's the middle of the 21st century and the Earth's on the brink of disaster (yawn). After five massive attacks from Halley's space army, spies report the evil lord is soon to launch his final arsenal on our poor ravaged planet. Earth is already hanging by a thread and a sixth attack could just about finish it off! Horrors!

The world's national defense councils put their metaphorical heads together and developed a super attack spacecraft, Earth's last stand against the threatening holocaust. You've been chosen to fight through Halley's attacking forces, into the alien army's massive space station and the heart of their defence network. In other words, another thinly disguised kamikazi mission.

Damage control

The title screen features some clever scrolling and, combined with the action-packed demo, is a nice introduction. Select difficulty (Easy, Normal or Hard) and the type of destructive beam you want to use (Normal or Turbo). It's a tough choice (not!).

Using the sweaty joypad (well, it soon will be), pilot the spacecraft through six increasingly difficult stages to Lord Halley's huge space base, blasting everything in sight. Points are awarded for blasting enemy vessels, comets and item carriers.

Who can complain when everything is done so well?

At the end of each stage, check your score, damage to Earth and distance travelled by the detailed space map, which shows your route across the solar system.

Weedy defenceless Earth will suffer damage if enemy vessels pass by unmolested; this is shown as a percentage. However, for every 2,000 points you accumulate 1% of the damage is repaired.

If Earth receives 100% damage, you're dead, it's Game Over and you've failed in your mission. Ho-hum. Thank goodness for the three continue plays, eh?!

Inside asteroids and satellites you find items that give protection, points or more destructive power; simply position your ship over the item to pick it up.

Collect six rocket icons to gain maximum destructive firepower and/or add up to four explosive pods to your arsenal — use them as extra cannons or launch them at enemy vessels. To gain max speed, collect five such items. Pick up a protective icon to activate your laser shield but this disappears after a few hits.

Getting hit by a comet, enemy fire or crashing into a meteorite loses one of three ships. It's a blessing you don't go back to square one with firepower. For instance, if you've collected five power-ups, your ship will return with four.

Throughout *Halley Wars*, a combination of patriotic anthems and shooting sounds assault your ears with great effect. They're the perfect match for the superb galactic scenery and unadventurous but near-perfect Game Gear sprites.

A very similar game to last issue's *Aleste*, *Halley Wars* is fast, addictive shooting action. There's always the feeling you could do so much better, given just one more chance.

There's nothing revolutionary about the advanced *Space Invaders* gameplay, but who can complain when everything's been done so well?

CLAIRE

- PRODUCER: TAITO
- MD: N/A
- MS: N/A
- MEMORY: 128K
- PLAYERS: 1-2
- PRICE: £28.55

SF Rating

87% PRESENTATION
- Option screen, 3 continues, nice demo

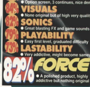
84% VISUALS
- None original but of high very quality

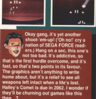
82% SONICS
- Great blasting FX and game sounds

79% PLAYABILITY
- Easy first level, graduated difficulty

73% LASTABILITY
- Very addictive, might become samey

82% FORCE
- A polished product, highly addictive but nothing original





Okay gang, it's yet another shoot-'em-up! ('Oh no!' cry a nation of SEGA FORCE readers.) Hang on a sec, this one's not too bad. It's addictive, so that's the first hurdle overcome, and it's fast, so that's two points in its favour. The graphics aren't anything to write home about, but it's a relief to see all weapons left intact when a life's lost. Halley's Comet is due in 2062. I wonder if they'll be churning out games like this then...?

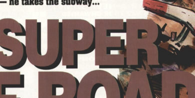
ADRIAN



Used to the rough and tumble driving conditions of New York City, dangerous terrain holds no terror for THE BLACK MARSHAL — he takes the subway...

Advance Play!

SUPER OFF-ROAD



The purpose of video games is to play them, not spend a lot of time reading about them right? Okay, so it helps to know a little bit about what makes them tick — but a great game's easy to understand, almost so quick you don't even need that manual.

That's *Super Off-Road* for sure. You can be up and running within two minutes, the manual is a few short pages. But like any good game, just because it's simple to understand doesn't mean it's easy to play.

Now we all know those off-road 4x4s are like hot rods when it comes to traction and handling terrain. So Accolade's rendering of the Tradewest racing contest is a fast and bumpy ride to the finish line. Not that it's a quick fix to being number one, just that it's not a frustrating game to get started in. The frustration begins when you try and beat the other three 4x4 trucks on 16 all-terrain courses.

Nitro force

Let's get the specs out of the way quick and get roaring. Up to two players, so there are either two or three computer-controlled trucks competing against you and another player. Pick a name, then decide which button's for acceleration, and which triggers your Nitro booster. Do you want music or just sound effects? That done, let's get to it!

You've a birds-eye view of the course, and the controls are simple enough. Accelerating with that button moves you forward, letting go drops you down to zilch. A quick burst of speed when you hit the Nitro button, provided you've got the fuel. The Direction Pad [D] does the rest — but more on that later.

Before starting, you're given $100,000 — enough to get you going in the Speed Shop. This is where you purchase your supplies. Most require lots of moolah, some you'll want immediately (like Nitro fuel and better tyres), others cost so much it's best to wait — though a good set of shocks make your teeth rattle a lot less.

While it's only $10,000 a pop for Nitro (and you can purchase up to 99 blasts), and $40,000 per tyre (up to six to buy, they help make tighter turns), that set of shocks runs $60,000 each. The Acceleration accessory hits you for $80,000 but makes your truck reach its top speed quickly.

Going for broke here means getting that Top Speed Accessory, this little baby runs some $100,000! Adding up to six can significantly increase the truck's normal driving speed, but it'll be a while before you can even consider spending that kind of dough.

Getting around the courses is tough, and not just because of the ramps, patches of dirt, and mudholes, water dips, barricades, and... get the picture? There are also those other trucks to beat, there can only be one winner — who wants to be anything but? — and second and third place.

Great looking courses, solid graphics — go for it!

Of course Placing means that you're part of the Winner's Circle — with a beautiful woman draped on your arm, and a loving cup grasped tightly. Then a flashbulb goes off and the next race is ready. What else do you get for winning? Read on.

Going in reverse

First there's the opportunity to make another purchase at the Speed Shop. Since you don't get any cash for finishing last, winning takes on more importance. But though you might stink compared to the others, finishing last doesn't get you booted out of the game.

That's one great thing here, even if you're not able to place in a particular course, you still get to move on to the next one. And while you might lose out on the winner's take, special tokens do appear on the various courses. These confer Nitro (in quantities of 1–4 blasts), and most importantly — MONEY!

Let's return to the Direction Pad [D]. That's because you have to turn your car in the right direction — which means using the right angle of [D], which changes as the truck's position changes.

Each of the first 16 courses is run clockwise. So turning depends on which direction the truck is facing. If facing up, left is where it seems obvious to be — the left side of [D]. But if the truck's facing down, then making it go left requires hitting [D] on the right side. This does take a bit of time to get used to. Which is at a premium when the chequered flag goes off.

No time limit is a good thing, but the course is completed when the first truck completes four laps. The first place guy gets a nice 150 thou for his efforts. #2 takes home 130, #3 gets 100 thou. Definitely worth not coming in last, eh?

Up your own backside

Once all 16 courses are done, they're repeated — but in reverse. Then it repeats again clockwise, and so on. Going counter-clockwise is even tougher since it just doesn't feel right. But you're given a choice at this point. Should you feel up to the challenge of continuing, you're given another $100,000 (thanks much), but all your supplies and accessories are reduced by a factor of two before starting again.

Great looking courses too. With names like WIPEOUT, HURRICANE GULCH, FANDANCE, BLASTER, SIDEWINDER, and BLASTER. The trucks aren't huge, they're somewhat smallish — almost looking like micro-machines — but well



Which button do you press?

And here we are, blasting around the Endurance track! Be careful of getting knocked into a mudhole which could cause your wheels to spin, and slow you down. Below: the button selection screen, here selecting for acceleration — how fast can these women go...?

Five courses, top to bottom, l-r: LEAPIN LIZARDS, SIDEWINDER, CUTOFF PASS, HUEVOS GRANDE and RIO TRIO

defined and quick little devils that are very responsive.

Maybe too responsive, fight off that tendency to keep your finger mashed on the accelerator, coz once you make a wrong turn, you can be half way up your own backside before you realise what's going on!

Good solid graphics, no special FX to get in the way like explosions or rain or night — it's all high noon here. The trucks react as they should when encountering the various obstacles dotting the course; bumping over rocks and ramps, hitting flags and making them bend, splashing though water and doing wheelies around boulders.

There are times when first-person perspective is a useful thing, but this ain't one of 'em! And don't expect to crash into another truck and see it go up in flames — this ain't no destruction derby. But there are places where a truck could be pushed right off the track...

What else do you want? A scoreboard shows what's going on, which truck's ahead and the time elapsed. Quick reflexes and a drive to get around that damn course is what it's all about. Go for it!

If you're not careful, your truck could jump the course, especially if there's a soft or gradual curve with enough traction for the truck to run up on. Off the course — that's BLASTER above — you must get back on at the same location or find another that your truck can climb onto. Help with the race can be gained by visiting the Speed Shop (below) for spares.

Boulder Pass is filled with boulders to avoid and move around. Be careful they don't block your view of another truck. Winners get champers and gals leaning on their arms — sexist or wot!?

Going back for Nitro: you can reverse course if you wish to pick up one of the tokens which have appeared. They stay on the course until someone acquires them, or until the course is won.



Reviewed!

DESERT

Wooarr! PAUL MELLERICK knows how to wield his chopper when it comes to saving lubricants. They've nicked the oil, he's going to get it back!

Desert Strike — From The Gulf. Anyone who tries to cover up what this game's really about should know better.

A small, mainly desert country, rich in oil, has been taken over by a satanic madman, bent on total destruction. Ring any bells yet?

You're a pilot of a Desert Apache AH-64 Special Forces helicopter, who takes his craft through five campaigns, each divided into a number of missions, to a victorious ending. You must destroy the radar installation, power station, air fields, the command centres then find the secret agent. Your fully-armed Apache sports cannons, Hydra missiles and Hellfires. These are in short supply but searching the desert and destroying certain buildings reveals more.

The AH-64's armour is rated out of 600 and decreases by different amounts depending on which type of enemy artillery has hit you.

Missing in action

Dotted around the landscape, protecting your targets, are different types of artillery. These include Anti-Aircraft Artillery units (AAA), SAM Sites, mobile SAM launchers and many others. Each has a particular firing pattern and it's essential you learn each of these.

Although the scenery's packed with artillery, you occasionally come across an MIA (Missing In Action). These are usually pinned down under sniper fire (the latter in green, former in brown).

Kill the sniper and guide your chopper over the MIA; a ladder descends and he climbs aboard. What do you do now you've got him?

Hidden in the map area is a landing strip. Take all your MIAs there and you find some ammo and fuel. In addition, landing with MIAs repairs some 'copter damage.

A status screen is accessed with Start, which shows information like how many weapons, armour and fuel remain, etc.

A map shows the current targets for the campaign. These don't have to be taken in order but it's highly recommended you do. If you take out the airfields first, the radar installations (your first target) warn the enemy of your presence.

Desert Strike is a very original production and incredibly well put together. Each mission's a tough challenge but persevere — it's never impossible.

Graphically this is ACE! The main sprite's highly detailed and animation's top-notch, whatever manoeuvres you make. Sonics also hit the mark. An ingame tune would be distracting; instead you get great sound FX — the explosions are brilliant.

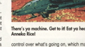
Grabs the genre and makes it it's own

The real beauty of *Desert Strike* is the control method. The joypad translates your moves deftly and responsively; you really do have complete control over what's going on, which makes it a joy to play. Neat touches like an optional co-pilot give a nice, busy feel and *do* affect gameplay.

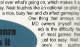
One thing that annoys many MD owners (myself included) is the difficulty factor of most games: they're just too easy. Well this one's no pushover, tough but not impossible and a little more action every time you play. A password system ensures first-level boredom won't set in.

Overall, this rates as one of EA's best games. You won't be disappointed.

PAUL



There's ya machine. Get to it! Eat ya heart out, Anneka Rice!





STRIKE

The map screen. Can you find those radar sites before things get nasty?

It really is hard to find fault with this game. Occasionally (and I mean *occasionally*) there's sprite flicker when things get hectic. Other than that, *Desert Strike*'s another class package from EA. The intro sequence's great, there are plenty of juicy options to choose from and the difficulty level's set just right, so even experienced gamesplayers will find it difficult to complete. The Mega Drive's sadly lacked a good challenging, strategy-based, shoot-'em-up, but *Desert Strike* grabs the genre by the scruff of the neck and makes it its own. This game goes down in my Top Five and is a must for all MD owners.

ADE

Enemy barracks ahoy! Keep a look out, though, they may be holding a good guy prisoner.

- PRODUCER: ELECTRONIC ARTS
- GG: N/A
- MS: N/A
- MEMORY: 1024K
- PLAYERS: 1
- PRICE: £39.99

SF Rating

69% PRESENTATION
- Password, co-pilot option

92% VISUALS
- Great helicopter sprite

61% SONICS
- Great FX and intro

93% PLAYABILITY
- Great to control and really tough

92% LASTABILITY
- Five missions, no continues

92% FORCE
- A very original production and incredibly well put together

Another disaster. That chopper of yours has taken a hammering!



Review

22! 14! 38! PAUL MELLERICK's a real pig when he's let loose in a Chinese takeaway. Now it's time for a stretch on the gridiron.

JOE MONTANA FOOTBALL

Joe Montana, hero of San Francisco in the Eighties, the best quarterback ever to grace the NFL (ha!). After two appearances on the MD, Joe shrinks down to the humble GG.

There are so many American Football games on every console that anyone who doesn't know the rules is either extremely thick (Paul, can you tell me the rules for American Football? —Claire) or doesn't give a toss (wake me when it's over —Ade).

In its basic terms, you need to move the ball (oval) to the opposite end of the field to score a 'touchdown'. You have four attempts to move at least ten yards otherwise possession goes to your opponent.

You can kick the ball through the posts for less points than a touchdown but this move can prove vital in a close-run game.

Heads or tails?

Load up the GG and you're shown a nicely digitised picture of Mr Montana. Move onto the team selection stage, choosing your lads from the standard 24 NFL teams, then choose the computer's team.

Now, do you want heads or tails? Use Up to select and button [1] to toss the coin.

The match underway, you view the pitch from above but the players are slightly angled, to simulate isometric 3D. The graphics are detailed, pleasing to the eye and highly functional.

If you've received a kick, the GG shows details of the 'down' — how many yards are needed, where you are on the pitch, etc.

Also onscreen are the various plays you can choose from. One is recommended by Joe and you'd be wise to take his advice.

Snap!

A play selected, the screen switches back to the pitch and the play's set up. Button [1] 'snaps' the ball; pressing it again highlights each of your possible receivers in turn. Pressing [2] throws the ball, which your receiver will try and catch.

Score a touchdown and the screen shows you celebrating with a silly dance. Your conversion attempt's set up then you just press [1] and direct the ball through the posts.

When you're on defence, the screens are the same but the plays are different (of course). Your player's indicated by an arrow above his head but you can choose a different one with [1]. Button [2] tackles the guy with the ball.

Each quarter's five minutes long (realtime) but stops are made when the ball goes out of bounds (over the sideline) or a time-out's called.

After playing *Joe Montana* for a while, one thing really hits home: it's so *easy*. The final score in my *first game* was 98 – 9 in my favour.

While the controls are easy and smooth to operate, the opponents are just no challenge. Their passes are easy to intercept and their defence is laughable. I made my first touchdown in 42 seconds.

Talking of plays, where the hell have they all gone? You have about 13 plays in your book but can only choose from a maximum of seven at any one time.

While the graphics are great and the sound competent, having no league or play-off system's a really stupid idea. All your left with is a game with no real challenge for yourself and little to do in two-player mode.

If sport's your thing, play *Super Kick Off.*

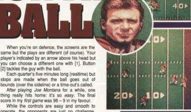
PAUL

- PRODUCER: SEGA
- MD: OUT NOW
- MS: N/A
- MEMORY: 128K
- PLAYERS: 1-2
- PRICE: £24.99

SF RATING

- 55% PRESENTATION — Nice screens but no play options
- 83% VISUALS — Clear, detailed sprites
- 55% SONICS — Uninspiring little bleeps
- 72% PLAYABILITY — Easy to get into but...
- 40% LASTABILITY — You won't be playing it for long

60% FORCE — The only half-decent GG American Football game.



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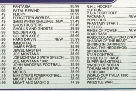
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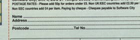


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Reviewed!

Meandering marbles make a marvellous match for mad, mechanical meanies! MADRIAN MITT met magnificent marbles and muttered many memorable missives! Maybe...

MARBLE MADNESS

At long last, this all-time classic makes its debut on the Mega Drive — and a jolly good wheeze it is, too! Tired of blasting aliens, slaughtering end-of-level beasties and leaping willy-nilly over blocks and platforms? Then *Marble Madness* is right up your alley!

I can't believe there's anyone who hasn't seen it before, but just in case you've been held captive by a band of marauding space mutants for the past decade, I'll give ya the basics.

The idea's simple: guide your friendly neighbourhood marble from the start of a course to the goal within a set time limit. The joypad controls the marble's direction and the buttons give a boost if your marble's flagging a little.

Losing your marbles!

All sounds a bit easy, eh folks? Well, there *is* a small snag (or 20). I forgot to mention the abundance, nay, plethora of obstacles and obstructions laid here, there and bloomin' everywhere, destined to shatter your marble and scupper any plans of reaching the target.

Those precarious ledges are jam-packed with holes, catapults, waves and vacuum cleaners. Don't teeter too close to the edge of a cliff and watch out for the twisting pathways or Newton's pal, Gravity, comes a-calling! Blobs of putrid green acid and a whole host of marble munching monsters are lying in wait around most corners and either end of funnels.

Time and tide wait for no man! Your lives are unlimited but the valuable seconds eaten up by the broom, sweeping away bits of broken glass, or the marble's fall could cost you the round.

If you reach the goal with time in hand, bonus points are awarded and a bigger, slightly more fiendish course laid before you.

It takes two, baby!

The two-player option's a godsend and adds immense appeal. Play isn't alternate: two marbles tackle the course simultaneously. The first sphere to reach the finish line earns a few extra seconds and the chance to tackle the next level. But will his opponent join him...?

Both instantly playable and totally addictive

Marble Madness looks amazing — an almost spot-on arcade conversion. The graphics are varied and colourful, the 3D perspective's great and scrolling's superb.

The soundtrack doesn't push the Mega Drive but it's adequate and adds a certain atmosphere. The title screen tune's definitely bum-wiggling material!

Simply addictive

I *did* think controlling the marble with the joypad would be tricky — and initially it is. But with a bit of practice and a little skill and judgement, you'll soon be rolling around like a good 'un.

I was a little disappointed to see there are no new features. Because it's an arcade conversion, the whole game's been left untouched. Power-ups would've been nice and the option to choose courses could have been thrown in. Plenty of skill levels and courses ensure a challenging game awaits.

Marble Madness shows that sometimes even the simplest of concepts make for a great game. *MM* is both instantly playable and totally addictive.

Fans of the original should buy it and those who are new to the concept are in for a whale of a time. Highly recommended.

ADE

Marble Madness is a great coin-op, faithfully converted to the MD. Great graphics, reasonable sound and authentic gameplay all add up to a good game. But I can't help feeling let down. We all know the MD's capable of a lot better than this, only SIX levels, and although as tough as the original coin-op, the lastability isn't there. An ideal solution would have been two types of game, à la *Rainbow Islands*. To quote a famous beer commercial, 'Good, but not that good'.

PAUL

Boing! I thought only rubber balls bounced?!

That ball's about to be sucked through the vent. Sounds painful!

- PRODUCER: ELECTRONIC ARTS
- GG: TBA
- MS: TBA
- MEMORY: 512K
- PLAYERS: 1-2
- PRICE: £34.99

SF rating

80% PRESENTATION
- Several options, nice layout

88% VISUALS
- Great 3D graphics, smooth scrolling

69% SONICS
- Nice little tune, okay in game sounds

82% PLAYABILITY
- Easy and stimulating to control



79% LASTABILITY
- Could prove easy to complete

82% FORCE
- Playing with balls has never been such fun!

A goal's in sight. A few twists and turns to negotiate first.



Reviewed!

WONDERBO

MONSTER WORLD III

ADRIAN PITT remembers the old days of computing when a game had just one name, plain and simple. Now confusion reigns: why the Japanese have given this little gem two titles we'll never know!

Something of a turnaround as far as the *Wonderboy* series goes, the latest offering combines the usual arcade adventure, platform romp elements we all know and love with a dose of RPG.

Par for the course, Wonderboy's task is to race through the hazardous areas of Monster World, leaping and bounding across hill and dale, killing all the nasties in his path.

Level one's swarming with killer crabs, malevolent monkeys and mutant mushrooms, determined to suck your valuable energy reserves dry, shown onscreen as three hearts.

Some of the beasties turn into gold coins when killed. Collect enough dosh and you can visit one of the many stores en route. Interact with the characters and buy weapons, armour, spells and magical items, some of which have to be used to get past certain obstacles on later levels.

All objects can be manipulated via a menu screen, but beware: some items have limited lastability (like our patience when Paul's in a particularly obnoxious mood) so keep an eye on the status panel.

Wonderboy V offers big, colourful, detailed graphics — the usual cutesy Japanese creations, in other words! The backdrops are great, ranging from spooky, atmospheric scenes in the pyramid to bright, cheery landscapes in Ice World.

Wonderboy doesn't exactly dazzle with awesome animation and the same's true of the plethora of beasties — blinking of eyes and gnashing of teeth, that's about it. Wonderboy and the scrolling could've been a little faster.

Interacting with the shopkeepers, fairies and soothsayers is fun for a while but gets a little boring when played time and time again. Loads of lives are collected en route, so a romp through Monster World can last for ages!

First amongst sequels?

Wonderboy has a memory back-up facility, so you can leave the game, go for a three-week holiday in Torremolinos and on your return, continue where you left off.

A round of applause to Sega. Sequels can get a little samey and stale, but *Wonderboy V* combines several different elements that *should* keep most gamesplayers entertained.

The question remains, will anything new and innovative appear in *Wonderboy VII/Monster World IV*? Strewth! This is getting silly! The *Rambo/Rocky/Star Trek* sequel syndrome is having an influence even in the console world!

ADE



Pop in the shop and buy your weapons. Have a chat with the fairy while you're at it...

Crabs and monkeys a plenty on the desert island.

Those doors need a bit of musical magic before they open.

ÅBack in the dim and distant past, Wonderboy was Sega's Mario-beating character. You'd think that with *Sonic* being so successful, *Wonderboy* would be dead and buried. But no, he's back, battling an amazing amount of creatures in order to rescue the love of his life.Following the sequel (*Wonderboy* III), here's the next instalment (what happened to *2* and *4?!*). This game has an unusual RPG element mixed with platform action. Surpsrisingly, this works quite well, if you can take the change of pace. Graphically *Wonderboy 5* is what you'd expect — cute and colourful but not too garish. Sound is uninspiring but pleasant. All in all, this make a nice chang, but won't please everyone.

PAUL

- PRODUCER: SEGA
- GG: N/A
- MS: N/A
- MEMORY: 512K
- PLAYERS: 1
- PRICE: £39.99

SF rating

75% PRESENTATION
- Memory back-up, continues

85% VISUALS
- Colourful sprites, nice backdrops

78% SONICS
- Great atmospheric ditties

80% PLAYABILITY
- Easy to play but somewhat slow

82% LASTABILITY
- Varied enough to keep you playing

84% FORCE
- A nice twist to the usual *Wonderboy* theme



Boot polish smeared on his face and a kitchen knife between his teeth, PAUL MELLERICK's ready for war. A shame this one takes place in the air, really...

After Kuwait, Saddam Hussein and Desert Storm's death and destruction, Sega release *Task Force Harrier*, a no-non-sense shoot-'em-up with a war theme.

The game's scenario doesn't have any links with the above conflict, instead it's back to the old US of A against the Soviets... sorry, Russians.

The Russians have developed a mighty new warbird, named the TU-190, which is armed and ready to fly.

Your name's Falcon and your mission is to fly an untested Harrier Mk V fighter into Russia, taking out various targets as you go, until you reach and destroy the TU-190s.

Scored escort

As with every other shoot-'em-up around, you can collect power-ups to increase your firepower.

The first of these are escorts (S), two little planes which fly either side of you. Picking up another 'S' increases their power.

Collecting an 'S' inside a diamond increases your rate of fire, while other icons give different weapons.

I like to see a touch of originality or a challenge







When we said 'wargames' to CLAIRE MORLEY, she thought, 'Yeah, Matthew Brodderick's buns!' Unfortunately for her, we were referring to this fantasy combat sim...

In the Dark Ages, a sword called Warsong was passed from one ambitious ruler to the next, causing terrible wars and bloodshed. The sword was reputed to make its wielder invincible and naturally attracted the greed of many wicked men. The family of Baltia, realising the sword's threat to the safety of the world, sealed it safely away.

Unfortunately this isn't the end of the story. The evil emperor Python hankered after the sword and marched his army to destroy the Castle Of Baltia and claim Warsong.

Your mission is to command an army to victory through 20 different combat scenarios. Each scenario opens with a prologue, telling the story and victory conditions.

Pretty useless

Choose commanders to lead the mission and assign battalions of soldiers to serve under each. Troops are strategically placed on a map and attack and movement orders issued.

The enemy has a chance to retaliate then turns alternate until one side wins. The results of the battles are displayed and points are converted to gold to supplement players' booty.

There are some great graphics, particularly the beautifully drawn characters. Sound effects are impressive throughout, and there's even a save mode for longer games.

I think perhaps the programmers are being a little optimistic here because there's nothing I'd like to save about this roleplaying game. Gameplay's rather confusing, to say the least, and there's only a limited amount of tactical adjustments that can be made.

Then it's time to make a cup of tea and feel incredibly useless as a huge battle takes place, over which you have no control whatsoever.

Warsong's a great looking game — it's a pity its so difficult to feel involved in the adventure.

CLAIRE

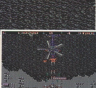
in a shoot-'em-up. *Task Force Harrier* offers neither of these. The gameplay's very samey and the difficulty level's low — I got to stage ten on my first go.

Graphically, the sprites are okay and there's variety in the planes and ground forces attacking you. Each level has its own soundtrack, which feature racey, arcade melodies.

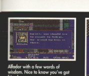
If you want a good war scenario shoot-'em-up, go for something else.

PAUL

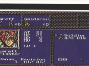


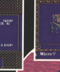


K FORCE HARRIER



Alfador with a few words of wisdom. Nice to know you've got friends.







The status screen, keep checking this as often as possible.





Let the fight commence. No Tommy guns 'ere. Arrows only.

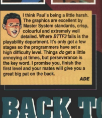


WARSONG









I think Paul's being a little harsh. The graphics are excellent by Master System standards, crisp, colourful and extremely well detailed. Where *BTTF3* falls is the playability department. It's only got a few stages so the programmers have set a high difficulty level. Things *do* get a little annoying at times, but perseverance is the key word. I promise you, finish the first level and your mates will give you a great big pat on the back.

ADE

MASTER SYSTEM ms

Reviewed!

BACK T

First in, then out, then back, then in again (careful —Ed). PAUL 'Lost In Time' MELLERICK retraces his steps in a nuclear-powered Skoda.

Ask me the scenario for *Back To The Future 3* and I'll tell you to get lost. Not being a great fan of films (Michael J Fox couldn't act his way out of a soggy paper bag), I'm merely aware the film revolves around Marty McFly travelling through various time areas, trying to put the space/time continuum back into order.

The start of *BTTF 3* sees Marty catch up with Doc Brown in the year 1855 (Doc's always wanted to visit the Wild West, you see) to save his life.

The game follows various scenes of the film in detail, split into the following levels…

Horses for dessert courses

Level One sees you as the Doc on horseback, chasing Clara Clayton in a runaway carriage. You must catch her before she runs off the cliff, so watch out for birds and other hazards that litter your way or she's a goner.

In the pie-throwing section, Marty throws empty pie trays at the bad guys. Three hits eliminates a baddy: kill six and your arch enemy, Buford 'Mad Dog' Tannen, appears.

Finally, a steam train must reach 88mph to kick the Delorean it's pushing into time-travel. As Marty you go from one end of the train to the other, collecting 'speed logs', then get into the car.



ART ALIVE

ADRIAN PITT often swans into work with a beret tastefully positioned on his head and a palette between thumb and first finger. Shame he has all the artistic talent of a dismembered newt.

'Get ready to create luscious landscapes and incredible characters that run, skate and fly!'

All very well if your name's John Constable or Walt Disney, but what if you're a complete dunce when it comes to bandying a brush about like me? Has *Art Alive* anything to excite the nerve endings of a novice?

There are plenty of options and a plethora of gadgets and gizmos at your disposal. The toolbox is so chock-full of art supplies that screen (or canvas if you want to be pedantic!) doesn't stay blank for long!

All utilities are easily accessed via onscreen icons. Arty gadgets can be moved at five different speeds — choose the slowest for intricate detail.

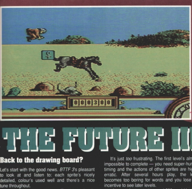
Playing with the predrawn backgrounds is great fun

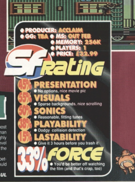
With 16 background colours and four psychedelic patterns to choose from, you can go crazy with your pencil and splash colour here and there with the paintpot. Or how about a spot of graffiti with the spray can?

Not pleased with your handy work? It can always be rubbed out using the eraser icon. A quicker way is to 'undo' the last thing drawn, or perhaps start again with a completely new canvas.

Circles, squares, rectangles and curves are easily drawn using *Art Alive's* tools, particularly useful if your style isn't quite on par with Gainsborough. Budding Picassos, take note!

The package allows the production of animated works, too. Breathe life into Sonic, Toejam or





● PRODUCER: ACCLAIM
● GG: TBA ● MS: OUT FEB
● MEMORY: 256K
● PLAYERS: 1
● PRICE: £32.99

SF RATING

45% **PRESENTATION**
● No options, nice movie pic

55% **VISUALS**
● Sparse backgrounds, nice scrolling

50% **SONICS**
● Reasonable, fitting tunes

38% **PLAYABILITY**
● Dodgy collision detection

15% **LASTABILITY**
● Give it 3 hours before you trash it

33% **FORCE**
● You'd be better off watching the film (and that's crap, too)

THE FUTURE III

Back to the drawing board?

Let's start with the good news. *BTTF 3*'s pleasant to look at and listen to: each sprite's nicely detailed, colour's used well and there's a nice tune throughout.

But here's the bad news. The gameplay is CRAP. I'm sorry to say this, but in all my years of gamesplaying, this is the worst 'thing' I've ever played.

It's just *too* frustrating. The first level's almost impossible to complete — you need super-human timing and the actions of other sprites are highly erratic. After several hours play, the level becomes too boring for words and you lose the incentive to see later levels.

Anyone desperate to spend £33 would be better off giving it to a stranger in the street, it would give you more satisfaction than this product.

PAUL

Earl, or create your very own characters and select the style in which they walk.

There are six predrawn backdrop scenes, add text if you desire and — hey presto! — your very own 16-bit birthday card!

It's not possible to save your piccies on the cart but if you connect a video between your Mega Drive and TV/monitor, you can preserve them for posterity on tape!

Dead or alive?

Art Alive's definitely out of place on the Mega Drive. Claire's overflowing with talent and even *she* found it difficult to come up with anything artistic!

Playing around with the predrawn sprites and backgrounds is great fun, but attempting to draw something yourself can be cumbersome and annoying. There's no magnify feature so homing in on designs to get them pixel perfect's impossible.

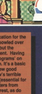
However, I was grateful for the undo feature as it's possible to press one of the control buttons by mistake and completely mess up a monument of 20th century art that took an age to produce!

I expected great things from Sega's first *Edutainment* package. Sadly, I left it feeling a little disappointed, with a screen that looked like an explosion in a spaghetti factory!

ADE







Whoa! An art application for the Mega Drive! I was bowled over at the prospect — but the reality's very different. Having used other 'paint programs' on computers, this is a let-down. It's a basic animation/doodle cart with few good creative tools, freehand draw's terrible and there's no zoom option (essential for clean pictures). Using charcters from Sega games adds some interest, as do the pre-prepared backgrounds, but overall this is a very poor program and will only interest younger readers.

PAUL



● PRODUCER: SEGA
● GG: N/A ● MS: N/A
● MEMORY: 512K
● PLAYERS: 1
● PRICE: £29.99

SF RATING

80% **PRESENTATION**
● Loads of onscreen facilities

75% **VISUALS**
● Good predrawn pics

45% **SONICS**
● A few basic ditties and spot FX

71% **PLAYABILITY**
● Easy to manipulate, can get tiresome

75% **LASTABILITY**
● Plenty to keep the young uns amused



70% **FORCE**
● Not bad. I prefer a colouring book, though!





Reviewed!

Carmen? Oi, Carmen! Where is she?! PAUL 'private dick' MELLERICK searches time for the elusive Ms Sandiego.

WHERE IN TIME IS CARMEN SANDIEGO

In this, Electronic Arts' first Edutainment title, you become an aspiring detective with only two goals in life: become a Super Sleuth detective and capture arch-villain Carmen Sandiego. Sandiego's the ringleader of a gang of VILE (Villains International League of Evil) henchmen who've caused a great deal of political upset by travelling from one country to another, stealing various priceless items.

But Carmen's surpassed herself. She's stolen the latest model time machine and plans to pilfer historical pieces from places and periods of up to 1500 years ago.

The potential repercussions are staggering. By altering timelines, Carmen can change the world as we know it. Your mission is to bring her back before any damage is done.

Carmeniac arrest

To aid you, you've been issued with a 325i Chronoskimmer, which allows you to jump from time period to time period in search of missing artefacts.

Before each mission you're briefed by the Chief. He gives you bare details: the time period, item stolen, sex of the thief and your time limit. The relative statistics are fed into the Chronoskimmer and off you go!

Now what do you do?! To successfully complete a mission you interview witnesses, talk to informants and use this information to travel to the next destination and unearth personal details about the criminal.

You can only issue a warrant for arrest when you have enough character details for the onboard computer (see box). Each character has five personal traits — Sex, Hair, Eyes, Fave Artist and Fave Author — and you fill in the clues as you get them.

If you arrest a person but the warrant's for another person, you could lose your licence for false arrest.

Speaks volumes

So, you've interrogated the right people and they've given you clues as to the whereabouts and appearance of your target. What now?

This is where the education comes in. *Carmen Sandiego*'s packaged with *The New America Desk Encyclopedia*, 1,374 pages of relevant historical information to aid your investigation.

When you interview a witness or informant via the Search function, they give a clue as to where the target's gone.

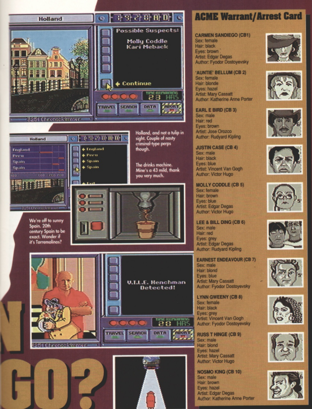
For instance, the USA witness might say, 'He was going to prevent Belgium from seceding'. This means you need to refer to the relevant information in the encyclopædia, which will direct you to Holland in the 1700s.

Choose Travel from the menu and a list of possible destinations and times appears. Choose from England, India, Peru or Holland. In this case, there's only one Holland, but sometimes you have to be time-specific.

Retire at 80?!

If you get to the right place, a VILE henchman appears when you speak to a witness or informant. When you eventually find the criminal, an animated sequence shows you're near the thief. Search again and the Capture Robot's launched to go after them.

Choose the *wrong* place and the witnesses knows nothing of your mission and you have to go



Holland, and not a tulip in sight. Couple of nasty criminal-type perps though.

The drinks machine. Mine's a 43 mild, thank you very much.

We're off to sunny Spain. 20th century Spain to be exact. Wonder if it's Torremolinos?

ACME Warrant/Arrest Card

CARMEN SANDIEGO (CB1)
Sex: female
Hair: black
Eyes: brown
Artist: Edgar Degas
Author: Fyodor Dostoyevsky

'AUNTIE' BELLUM (CB 2)
Sex: female
Hair: blonde
Eyes: hazel
Artist: Mary Cassatt
Author: Katherine Anne Porter

EARL E BIRD (CB 3)
Sex: male
Hair: red
Eyes: brown
Artist: Jose Orozco
Author: Rudyard Kipling

JUSTIN CASE (CB 4)
Sex: male
Hair: black
Eyes: blue
Artist: Vincent Van Gogh
Author: Victor Hugo

MOLLY CODDLE (CB 5)
Sex: female
Hair: brown
Eyes: blue
Artist: Edgar Degas
Author: Victor Hugo

LEE & BILL DING (CB 6)
Sex: male
Hair: red
Eyes: grey
Artist: Edgar Degas
Author: Rudyard Kipling

EARNEST ENDEAVOUR (CB 7)
Sex: male
Hair: blond
Eyes: blue
Artist: Mary Cassatt
Author: Fyodor Dostoyevsky

LYNN GWEENY (CB 8)
Sex: female
Hair: black
Eyes: grey
Artist: Vincent Van Gogh
Author: Fyodor Dostoyevsky

RUSS T HINGE (CB 9)
Sex: male
Hair: blond
Eyes: hazel
Artist: Mary Cassatt
Author: Victor Hugo

NOSMO KING (CB 10)
Sex: male
Hair: brown
Eyes: hazel
Artist: Edgar Degas
Author: Katherine Anne Porter

I can't rave enough about *Carmen Sandiego* — it's excellent! The first game I've seen that makes learning fun! The historical scenarios are interesting and finding leads in the encyclopaedia is highly rewarding. Presentation's spot-on: graphics, animation, screen layout, control mechanism, sound... all are superb. *Carmen Sandiego*'s more enjoyable when played with friends, some to keep track of clues, others to look up solutions. A humorous element adds to the entertainment and it wasn't long before I was TOTALLY engrossed. Parents, if you reckon the Mega Drive is only good for one thing (ie, blasting aliens and causing mass destruction!), buy *Carmen Sandiego* for the young uns. You'll be suitably impressed. **ADE**

San Francisco and Paul's diagnostics are valid. It's his brain that's the problem.

back where you came from and start again.

Every time you use the Chronoskimmer you use up time, whether you're interviewing a witness or informant or computing evidence. Run out of time and you're told to immediately return to base, ending your mission.

Your goal of becoming a Super Sleuth is achieved by working up the promotional ladder. The more missions you complete, the higher you go.

You start as a Time Cadet, working through six other ranks to Super Sleuth after 50 (yes, *50*) successful missions. You can retire after 80 missions — if you complete that many you'll have earned it!

Super structure

The first thing that strikes you about *Carmen Sandiego* is the presentation. It's brilliantly laid out and structured and great to control. The system's very RPG but icon based and simple to get to grips with.

Graphically it's very good, the stills are excellent and animated sequences add atmosphere to the game. Sonics are sparse but good. The Chronoskimmer makes appropriate little bleeps when operated and congratulatory tunes play when you succeed.

Strict arcade fans should steer well clear: it's slow but enthralling and you need to think in order to progress. Each character may provide information but unless you're aware of its significance you can't act upon it.

This is where the encyclopædia comes in. Although this is mainly aimed at children, the crossover potential's there. *Carmen Sandiego* has many historical details I was previously unaware of.

Buy this at once if you're studying history at school. If you're not but are bored with same old RPGs or shoot-'em-ups, buy it anyway.

I only hope this standard of Edutainment title is maintained. Nice one, EA.

PAUL



TECMAGIK™

ultimate play power

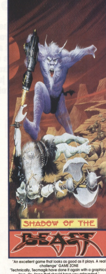
THE BIGGEST...



"Pacmania is one of the most enjoyable, challenging and addictive Sega coin-op conversions yet seen." MEAN MACHINES
"A brill conversion of a great coin- op. " C&VG



"..arguably the best Master System game ever." SEGA POWER
"Tecmagik's Populous is a very clever game indeed, and it will knock the socks well-and-truly off any Sega owner who craves a good stategy game." C&VG

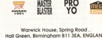


"An excellent game that looks as good as it plays. A real challenge" GAME ZONE
"Technically, Tecmagik have done it again with a graphical tour- de- force that should have you astounded." MEAN MACHINES.



TECMAGIK
(ENTERTAINMENT) LTD.





Warwick House, Spring Road ,
Hall Green, Birmingham B11 3EA, ENGLAND.

... ARE EVEN BIGGER



GUTTER SNIPE

Gutter's back, ain't he rad? Some say he's a birrof a lad But I tell ya, he ain't all bad... it's just the way he's drawn (and quartered and hung). If he gets too much, just use a bung and with a birrof luck he'll be off for a...

said that the Mega Drive version was better!! Why is this?
S. Daunt, Chatham, Kent

OK smart alec, so you spotted it too! The mix up with *Bonanza Brothers* was what we in the trade call 'a cock up'. (Up who's, I don't know.) The Mega Drive game should have read 84% and all the other ratings for presentation and the like should've been 80% and over.

For L Black of Leicester who also enquired, a back issues section appears now, on these very pages!

Monitor mayhem

Dear Gutter,
I have a problem. I hope you can help me out? I have a PAL Mega Drive and a CTM-640 colour monitor. Is there any way I can get the MD to work on it? Thanks for a mega mag.
J. Cook, London

Problems, problems. If I ain't already got enough to do! How do ya get lentil soup stains out of shag-pile carpet? The answer to your question in a nutshell is NO! For a Mega Drive to work with a monitor, the monitor needs a SCART socket and you of course need a SC>scart lead. A Commodore 1084 monitor with SC>scart works with an MD, so too does a Goldstar telly. Now, be off with you. I'm back to me shag...

A knockout question

Dear Mr Gut,
Could you please tell me if there will be a *WWF* wrestling game for the Sega Mega Drive?
Joe Addy, Knottingley

It looks likely, Joe. Acclaim are presently converting their Nintendo titles to Sega and it seems *WWF* maybe out this summer. Nothing's definite though, so don't hold your breath. It's extremely dangerous and you'll turn a nasty blue colour!

Who needs a girlfriend?

Dear Mr Snipe,
I'm eleven and I've had a Master System for nearly three years. I like it even more than my girlfriend — she's well sexy! I think SEGA FORCE is ace. You haven't had any cheats for *Time Soldiers, RC Grand Prix, World Grand Prix, After Burner* and *Ghost Busters*. Please, please include some.
Shane 'console head' Adams, Redditch
PS My mates used to read a different mag, but they soon switched when I showed 'em SEGA FORCE.

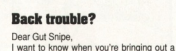
Glad you knocked some sense into your mates, Shane. If they'd have continued to read those other rags I would've bin forced to crawl through their sewage pipes, pop my head out of the toilet and bitten them on the backsides! And I really don't like having to do that. How come you've got a girlfriend? Send me a picture at once, I want to see whether she's as tasty as you claim.

Check out this month's PITTSTOP and you might be pleasantly surprised. I'm sure those plebheads in SEGA FORCE land will send in some tips for you.

Letters

What a pile of letters this month! It's getting ridiculous, pile of shite most of it, too. Why I read through it all, I don't know. Probably coz I get paid for it, and that's easier than working for a living.

If you really want to make my life harder than it already is, you can write to GUTTER SNIPE, SEGA FORCE, Europress Impact (babble, babble) Limited, Ludlow, Shropshire SY8 1JW. And don't forget to make all cheques and postal orders payable to Gutter Snipe Enterprises, otherwise you won't see your name in print. Fair dos?



Back trouble?

Dear Gut Snipe,
I want to know when you're bringing out a BACK ISSUES section for the people who've missed some of the fab issues of SEGA FORCE? I myself have missed issue one. I'd like a copy now. I think your mag's great and the best thing that's happened to my Master System II.

Could you please answer these questions? Which is the best beat-'em-up for the MS II and which is the best sports game?

And finally, in issue 2, you gave *Bonanza Brothers* on the Master System 80% and the Mega Drive version 64% and





Anthony Stevens of Southend-on-Sea's bin at it again. Take a cold shower, Anthony. He thinks this is what the queen bitch of SEGA FORCE advertising sales looks like. Not bad, but the silicon transplants are on the small side.

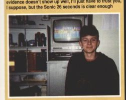
What's an RPG?

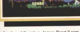
Howdy Gut,
Please would you answer these few measly questions? It's not too much to ask, is it?
1. In issue two, I saw RPG a lot of times. What does it stand for?
2. If I bought a Japanese CD-ROM, would it work on my British Mega Drive, which is PAL?

Crushed hedgehogs

Eat this Gutter Snipe,
Me and my friend Stuart have got a damn good record for all your readers to beat. We managed to get an an enormous score of 5,241,820 and completed Green Hill Zone, Act 1 in 26 seconds. I've enclosed photographic evidence of our achievements Your magazine is out of this world and beats all the other Sega mags hands down.
Wain Johnstone and Stuart Packer, Yeovil, Somerset

'Course it is. Spare me the shock next time, Stuart, wear a paper bag on yer 'ead! Nice bedroom though! What colour's ya wallpaper? Great to see you lot throwing down challenges willy nilly. Anything to shut Paul Mellerick up! Check out the last page for the challenge — sounds like you're both up to it. Sorry the mega score evidence doesn't show up well, I'll just have to trust you, I suppose, but the Sonic 26 seconds is clear enough





3. I've heard there's a *James Pond 3* coming out on the MD. If so, when?
4. Why are you and your magazine so great?
Craig Heary, Dundee

'Not too much to ask?' I was having a nap when you came along with yer bleedin questions. Rotten punks, pestering me night and day. Are you thick or what? AR-PEE-GEE stands for Really Pleasant Guttersnipe, dimbo. 'Course, it might also mean ROLE PLAYING GAME. *Shining in the Darkness* (see issue 1) is an rpg. Basically, you take the role of a character and interact with, talk to, help out other characters, usually while exploring a fantasy environment. Other variants with amusing names are LRPs and FRPs (pronounced 'lerrups' and 'frups' (live role play and fantasy role play)

To operate a Japanese imported CD-ROM, it needs to be converted to PAL. A PAL Mega-CD is now available, though. Check out with your local console stockists if you're still unsure.

With the success of *James Pond*, Electronic Arts are sure to release a third game, no news yet, but the reviewing dudes'll keep you posted.

As for your last question — ME. I rest my case. Now, let me get some sleep...

Wot no memory expander?

Dear Gutter Snipe,
I'm writing to ask about a piece of hardware for my Master System 2. It's a memory expansion device which enables the use of Mega Drive games on the MS. Can you give me any information on Master system add-ons, too?
Evan Waugh, Hartlepool
PS Your magazine is brilliant.

Creeping, saying the mag's brill and all that stuff, just to get your letters printed, doesn't work! Still, someone's been tellin' ya porkies! There ain't a device to turn a Master System into a Mega Drive. There's a gizmo that allows the use of MS carts on the Game Gear and there's the Powerbase Converter, a gadget that turns the Mega Drive into a Master System.

As for Master System add-ons, the Rapid Fire Unit, Light Phaser and 3-D Goggles were reviewed in issue 2. There's quite a nifty little remote control joystick for the MS, produced by Spectravideo called Freedom Connection and the official Sega version is available now (check out page 8).

Simply the best

Hey, Snipe Brother,
Just a few short questions, which is the best game in each of these categories?
1) Sport simulation, 2) Beat-'em-up, 3) Shoot-'em-up, 4) Simulator, 5) Arcade adventure, 6) 3D adventure, (like *ToeJam and Earl*, 7) Platform (except *Sonic*, 8) Puzzle.
Beni Malone, Ellesmere Port

First and foremost, thanks for the family pic — best lookin' loada relatives since The Munsters. Does your mum fancy living it up with a toy boy? As for the best games I'd hazard a guess and say: 1) *EA Hockey*, 2) *Streets of Rage*, 3) *Hellfire*, 4) *F22-Interceptor*, 5) *Quackshot*, 6) *ToeJam and Earl*'s the best so far, 7) *Rainbow Islands*, 8) *Columns*. But there again, what the eff do I know?



Beni Malone from Ellesmere Port, up in the Wirral, sent me this cutesy little snapshot of his family. Beni — who's featured over the page with a few more masterworks — favours the collage technique (probably coz he can't draw). Never mind, Beni, consulting the ED's art dictionary, I discover you're in good company with the likes of French prats like Matisse — couldn't draw either!

Ask, ask, ask...

Dear GS,
Do me a favour, will ya? Answer these questions:
1) Is the Sega Master System worth getting?
2) Has the Master System got better graphics than the MS 2?
3) Why's the Master System more expensive than the MS 2?
4) If I bought a Genesis from the States, would it work here?
5) Has the Master System got better games than the MS 2?
6) What would you say are the best games on the MS? (I hate fighting games like *Shinobi*).
7) What's better, *OutRun* or *OutRun Europa*?
8) If I bought a Master System in the States, would it work here?
9) Why's your mag the greatest?
Milan S., Harrow-on-the-Hill, London

What's this, Sponsor-a-Question? The answers: 1) Yes. 2) They're exactly the same machine, except the Master System 1 has a reset button and a slot for card carts, that's why it's more expensive. 3) Just answered it! 4) No, unless converted to PAL. 5) They're the same machine!! 6) *Bonanza Brothers, Klax, Super Space Invaders, Shadow of the Beast, Super Kick-Off*. 7) *Outrun Europa*, 8) No. 9) Because we're honest, decent folk, who enjoy what we do and have a good laugh in the process. (How very sincere!). Snarl! I was in such a good mood just then!

CD confusion

Dear Snipeman,
I recently read a letter in another mag (Sega Pro) from Graham Park. He says: 'The Mega-CDs don't work quite as expected on machines converted to run


QUEEN
Reform With New Lead Singer.
Old Classic's Re-Released : Play The Game, Keep Yourself Alive, Crazy Little Thing Called Sonic, Hedgehog To Fall And Sheer Hedgehog Attack!

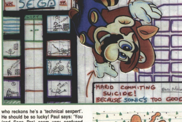

SONIC
THE SEGA CD SAGA
BUT, WHAT'S THIS?
HOW TO GRAB THE SEGA CD!
DRINGG
DRINGG
ZOOM
I HAVE AN IDEA
RELEVANT TO SEGAFORCE.

At the far left is the latest Anthony Stevens, a moving portrait of the reformed Queen. Anthony has finally managed to think of something to say: 'Many thanks to John Major and the Conservative cabinet; special mention to Paisley Park and all Funky Muzik; Diet 7-up really tastes like piss; Mario Bros, come out of the closet, we know the truth!' Interesting comparison there, Ant ol' son, how do you know what it tastes like?

Near left is what seems to be threatening to be a long-running Sega Saga from Nik. Unfortunately I don't know where Nik comes from coz there was only the cartoon, unless Adrian 'all letters are mine, mine, mine' Pitt nicked Nik's letter off of me desk!

Another Beni Malone montage being rude about poor Mario. Maybe it's nothing to do with Sonic at all, maybe Mario's heard that Anthony Stevens and all of Southend-on-Sea knows the truth, and that's a closet Mario's falling out of... And below that, two more Benis, just to show my crude remarks on the previous page about his drawing abilities were completely unfounded, dirty lies.





PAL on UK TVs. It seems that because the screen display's been slowed down for the UK system (from 60hz to 50hz), the CD sound runs out of sync. This is because the music's been recorded to run parallel with a display running at 60hz, therefore any tunes, etc will finish before they are supposed to.'

Sega Pro replied: 'If this annoys you return your Mega-CD and either get your dosh back or exchange it for a Japanese SCART Mega Drive. (That's if you have a TV socket with SCART).'

So: is it possible to keep my UK PAL' Megadrive and fix it to a SCART Mega-CD? and will I need a SCART lead to go into my TV? Will this work, as my TV has a round socket at the back? Or will I be able to fit it to a UK PAL Mega-CD with a SCART lead? Is there such a thing as a lead with SCART one end and PAL on the other? Will this convert is to 60hz?

M. Franks, Somewhere on a chair, in front of my MD, wiggling my stick about

Bloody hell, stick wiggler, you don't want much do ya?

I designed a neutron accelerator with me Lego kit once, but this techy stuff's beyond me, so I asked Paul Mellerick, who reckons he's a 'technical sexpert'. He should be so lucky! Paul says: 'You (and Sega Pro) seem very confused about the Mega-CD'.

Good start, Paul, now just get on with it...

'First, there are now two types of Mega-CD around: one is NTSC (that's the Jap and American TV system, and you need a SCART socket to view it); the other is PAL (UK TV system). Depending on which machine you have you need to buy the appropriate Mega-CD. As you have a UK PAL Mega Drive, you should get the specially converted PAL CD drive, which incidentally has no problems running software.

'But seeing as you haven't got the money yet, the best thing would be to wait for the official version to be released this summer. The price of the Mega-CD at the moment is about £350. When officially available it will be about £250.'

There, say 'thank you' to Mister Mellerick. And I wouldn't go reading too many other magazines — it can make you go blind, and if I catch you doing it again, I'll make sure you're blind.

Over the hill

Hi Gutter,

Some might say I'm a bit long in the tooth, (only 37) for console games. Well you've gotta have some fun even at my age! We *do* have one thing in common, you're a

SEGA FORCE CLASSIFIED ADS

WANTED

● MegaDrive games wanted. Phone Sunderland (091) 5202213 after 6pm. Cash waiting.

● URGENT! PC Engine GT pay up to £180. Send info to Alex Passman, Severn Park, Knighton Rd, Wembury, Devon, PL9 0JD

● Wanted Sega MegaDrive and Master System games, large or small collections, or single games with or without consoles. (0527) 32230.

SWAP

● Mega Drive games to swap. Send SAE to 21 Hope Street, Gt Harwood, BB6 7LY if need be ring (0254) 884874

● Swap Casino games, Scramble Spirits, Galaxy Force, Impossible Mission and Monopoly for Shinobi, Spellcaster and California Games. Tel: (081) 3416095 (Chris)

FOR SALE

● Megadrive and over £450 worth of games including: Streets of Rage, Strider, Shaow Dancer, and Mickey Mouse; Remote control joypads. Altogether worth over £620. £365 asking price. Contact Mathieu Bieth, 1 Emerald Court, Chalvey Road East, Slough, Berkshire, SL1 2JZ Tel: (0753) 571283.

● Commodore 64, with Datasette, Disc Drive, Action Replay cartridge, 2 joysticks approx 80 games including Speedball 2 and WWF, over 20 magazines, Daisy Wheel printer with Mini Office II package worth over £600. Sell £250 ono call Darren (0252) 620599.

● Sega Master system plus boxed with six games and instructions worth £200, will sell for £110. Call Andrew on (0276 684901.

● Incredible bargain! Amstrad CPC464, great condition, colour monitor, joystick, 64k ram upgrade, mouse, multiface 2 booklet and approx 250 games worth over £1000. Total package worth £1600 - sell for only £400 ono. Contact M Hart, Plas Gwyn, Llanrhystud, Dyfed, SY23 5BY.

● Megadrive, Master System, Game Gear and Gameboy games to sell or part exchange, games include Robocod, Ninja Gaiden, Growl, Power Strike, Robocop 2, Gremlins 2 for list Tel: 0480 65402 ask for Andrew, write to Mr A Bowler, Redthrons, Park Ave, St Ives, Huntindon, Cambs, PE17 4W

● Secondhand Megadrive games bought, sold and exchanged. Games in stock: Sonic, Street Smart, Outrun, Maddens, Robocod, Fantasia, Spiderman, Mega Trax, Battle Squadron, etc. Ring Adam on (0480) 63648 after 6.00pm, or write to A Hall, 3 Fairfields Crescent, St Ives, Cambs, PE17 4QH.

● Sega GameGear AC Adaptor Battery Pack Widegear Sonic Monaco GP Montana Football. All boxed as new, less than two months old. Cost new £240.00 sensible offers considered Telephone Jeremy (071) 5882345 xt 2309 (day) or (0277) 362838 (eve).

● PAL Megadrive (Japanese) converter, joypad, joysticks, 13 games: Sonic, John Madden's 911 and 92', Robocod, Alien Storm, Monaco GP, Mickey Mouse, Thunderforce 3, Quackshot, Ghouls 'n' Ghosts, Golden Axe, Strider, Streets of Rage. £300 only. Call Matthew on (0202) 471976

● Master System+ and twelve games, two joysticks, Light Gun, worth over £300 only £160 ono. Also for sale Atari 800XL computer and over 100 games worth over £380 only £180 or both for bargain price £285. Phone London 284 2177

USER CLUBS

● Console crazy - The best console fanzine for Sega owners. News, reviews, competitions, game challenges and much more inside the latest issue - can you beat the world at Kick Off? Send £1.30 to: 28 Watergate Lane, Woolton, Liverpool, L25 8QJ. cheques & P.O's to: "cc"

Next Month



THESE GLASSES MAY BE DARK SHADES, BUT NEXT MONTH SHADES WILL BE GREEN AND RED!

NOW GAME-FREAK ALLEY'S IN AMAZING 3-D!

YES! SEGA FORCE IS GOING THRRE-DEE WITH A VENGEANCE!

PLUS THE MOST MADDENING GAME OFF THE AMIGA THAT TURNED A NATION SUICIDAL OVERNIGHT HITS THE MEGA DRIVE — LEMMINGS!

Don't miss a date with the magnificent Issue 5, on sale from 16 April

SEGA FORCE

RUB OUT PAUL MELLERICK

Yeh! Show 'im whos's who

C'mon all you high-scoring game-freak heroes! Where are you? So far only a few puny weaklings have dared even suggest they can beat me. I picked out one and a **challenge** has been arranged here in Ludlow. Watch out in a future issue for the inevitable outcome when I mash the poor bast into the expensive linoleum floor of the SEGA FORCE office!

So you wanna a go! Well write to **RUB OUT PAUL MELLERICK, SEGA FORCE, Europress Impact, Ludlow, Shropshire SY8 1JW**, if you've got the guts to do it. List your best scores on any game (any Sega format) and indicate which one you want to challenge me on. We'll play off on that — and then I get my choice…

Send a photograph of yourself with your application to face utter defeat. At least that way you'll still have the dubious satisfaction of being featured on the high-scores page when it gets going.

If you get chosen to face complete brain-erradication along with personality assassination and the permanent removal of your favourite joystick hand (teach you to keep it to yourself), I'll persuade the powers that be to pay the travelling expenses and provide a sumptous sarnie lunch at one of Ludlow's best establishments — the station caff. There may even be a T-shirt or other goodie thrown in… probably a SEGA FORCE hankie to wipe the tears away!

SEGA FORCE ISSUE 2 COMPETITION WINNERS

The big cash pay out

Okay, so here we go with the competition winners. And the big question on everybody's mind is: 'Who won the big cash pay out on our cover-mount?'. Hold yer breath no longer — the massive first prize of £250 went to **Jane Theaker** of Sheffield, S Yorkshire S19 6PG. **Alan Jones** of Wrexham, Clwyd LL11 4YR came in second for the £150 prize, closely followed by **Kevin Hall** from Mid Lothian EH23 4HA, who got £100 in big fat smackers! The best thing you lot could do now is spend it all on a lifetime's subscription to SEGA FORCE! Okay, have it your way…

Special Reserve's Telly

The winner of this fab compo from the lovely Special Reservists is **Peter Holloway** of Hanwell, London W7 3QG. He gets the 14" Goldstar TV, SCART lead and free membership to the Special Reserve Games Club.

Ten runners, who get a 12-month membership to Special Reserve Games Club and a Technique Turbo Rapid-Fire Joypad are: Darren Fleming, Halifax HX6 2AX; Catherine Lucas, Coventry CV2 2JA; David Mason, Romford, Essex, RM3 7ST; Marc Harrison, N Yorkshire YO14 9LS; Robert Cheethal, Notts NG17 4GN; Mark Smith, Norwich, Norfolk NR7 8JS; Lee Wilson, Manchester M22 6SH; Simon Chu, Staffs ST3 7HL; P Butler, Lincoln LN1 3PS; Simon Gamby, Middlesex TW14 OAB

The Black Marshal's saddlebag

This was an interesting one for two very unusual gizmos. The outrageous WWF microphones go to **M Clements** of Winton, Eccles, Manchester M30 8LS; **Ben Knight** of St Agnes, Cornwall TR5 OTX and **Paul Dewhurst** from Blackburn Lancashire BB2 5AE. While **Matthew Tregellas** of Barnstaple, N Devon EX31 2LD and **Deanna Sinclair** from Sothall, Sheffield S19 6PT each receive the amazing Pepsi Walkie Talkie units.

new mag and I'm new to console games. I got my first SEGA FORCE yesterday (issue 2), I only got half way through when I said: 'Right go and get the January edition'. Well you guessed it, 'No way!' they said. As yet, I've not got a console, but I'm saving up for a Mega Drive, (yep, even in these hard times!). Keep up the good work.

P O'Connor, Llandudno, N. Wales

Sorry you couldn't get hold of a copy. They tell me SEGA FORCE sells out quickly, which is why we're printing loads more next time round. What was that you were saying…How old? 37? Ha! Ha! Ha! Ha! Ha! Ha!…(Snip-ED). Anyway, enough of this load of old rubbish for another month. Time to go an' clean me teeth with me knife.

SEGA FORCE BACK NUMBERS

What do you mean, you haven't got the first three fabulous issues of Britain's best Sega action mag! Well there's no need to commit hara-kiri game-freaks, down in game bonanza alley, we've got some copies of Issues 1 and 3 for the plonkers who missed out. Issue 2 has sold out, but we might get our hands on a handful, so if you want a copy it's best to ring first and find out. Next month there'll be a proper box and form, but if you can't wait — and stocks are limited — you can write off or phone now.

BACK NUMBERS £2.50 each (inclusive)

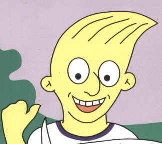
Issue 1 Explosive collectors' item, the first ever SEGA FORCE, with: exclusive reviews of PITFIGHTER and SPEEDBALL 2 (neither yet on official sale), plus a great Oli Frey Buck Rogers poster, tons of reviews, tips and a Sega machines feature.

Issue 2 First again: coverage of Razorsoft's yet-to-be-released games SLAUGHTER SPORT and DEATH DUEL. The first in-depth report on the Mega-CD.

Issue 3 Another exclusive first on TWO DRUDE DUDES and DOUBLE DRAGON, news of the Sega Giga Drive and the first look at Kid Chameleon and reviews of EARNEST EVANS, TOKI, WORL CUP '92 and BUCK ROGERS, plus the usual mass of tips, letters and previews.

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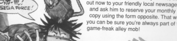
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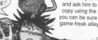


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SEGA FORCE just keeps selling out faster'n we can print it! Issue 3 had to go into reprint to satisfy demand. So if you don't want to suffer the most appalling disappointment of your life, dash out now to your friendly local newsagent and ask him to reserve your monthly copy using the form opposite. That way you can be sure you're always part of the game-freak alley mob!



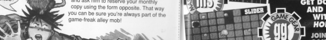






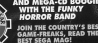








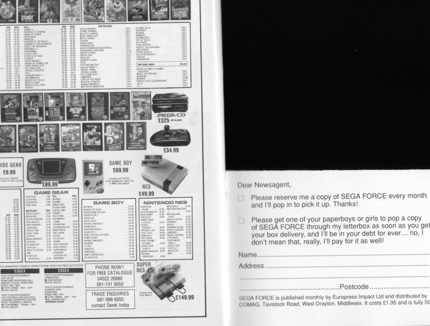



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